Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Generic

D/E n/a n/a n/a ***Adapt***

GENERIC

Generic Data (Editable, Memory, No Request)

zum Abspeichern beliebiger MIDI-Daten

Generic SysEx

D/E n/a n/a n/a ***Adapt***

SysEx

Generic SysEx (No Request)

zum Abspeichern beliebiger MIDI-Daten; SysEx-Events können einzeln angesprochen werden

Keys

n/a n/a n/a ***Remote***

(Editor with 231 Objects)

(Editable, Remote Control)

Klaviatur: sendet Noten

Mixer

D/E n/a n/a n/a ***Remote***

Mixer (Editor with 52 Objects)

Mixer (Editable, Remote Control)

MIDI-Mixer: MIDI Volume, Panorama und Mute für 16 Kanäle

Monitor

D/E n/a n/a n/a ***Remote***

MIDI Monitor (Editor with 74 Objects)

MIDI Monitor (Editable, Remote Control)

MIDI-Monitor: zeigt ankommende Channel-Messages

Numerical Systems

D/E n/a n/a n/a ***Remote***

Numerical Systems (Editor with 27 Objects), Roland Addresses (Editor with 50 Objects)

Numerical Systems (Editable, Remote Control)

zeigt Zahlen in verschiedenen Zahlensystemen: dezimal, hexadezimal, oktal, binär, ASCII; dient zur Umwandlung und zum Üben

Program-Selector

n/a n/a n/a ***Remote***

Program-Selector (Editor with 97 Objects)

PROGRAM-SELECTOR (Editable, Remote Control)

zum Senden von Program Changes: zeigt Programmnummer in verschiedenen Numerierungssystemen

Roland Addresses

D/E n/a n/a n/a ***Remote***

Roland Addresses (Editor with 50 Objects)

Roland Addresses (Editable, Remote Control)

Konvertierungs-Tool für Roland-Adressen: konvertiert zwischen Hex, 7 Bit Hex und Binär

Access

http://www.access-music.de/

Virus

y n y ***Adapt***

Single (Editor with 218 Objects), Multi (Editor with 318 Objects)

Buffer Single (Edit Buffer), Buffer Multi (Edit Buffer), Bank Multi (Memory), Bank A (Memory, AutoLink), Bank B (Memory, AutoLink), Bank C (ROM) (ROM, AutoLink), Bank D (ROM) (ROM, AutoLink), Buf Single(old) (Edit Buffer)

aktuelle Adaption unterstützt Version 3.0. Ein Modul, das OS 4.x und alle modellspezifischen Besonderheiten unterstützt, ist in Vorbereitung

Virus b

y n y ***Adapt***

Single (Editor with 218 Objects), Multi (Editor with 318 Objects)

Buffer Single (Edit Buffer), Buffer Multi (Edit Buffer), Bank Multi (Memory), Bank A (Memory, AutoLink), Bank B (Memory, AutoLink), Bank C (ROM) (ROM, AutoLink), Bank D (ROM) (ROM, AutoLink), Buf Single(old) (Edit Buffer)

aktuelle Adaption unterstützt Version 3.0. Ein Modul, das OS 4.x und alle modellspezifischen Besonderheiten unterstützt, ist in Vorbereitung

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Virus Indigo

y	n	y	***Adapt***

Single (Editor with 218 Objects), Multi (Editor with 318 Objects)
Buffer Single (Edit Buffer), Buffer Multi (Edit Buffer), Bank Multi (Memory), Bank A (Memory, AutoLink), Bank B (Memory, AutoLink), Bank C (ROM) (ROM, AutoLink), Bank D (ROM) (ROM, AutoLink), Buf Single(old) (Edit Buffer)

aktuelle Adaption unterstützt Version 3.0. Ein Modul, das OS 4.x und alle modellspezifischen Besonderheiten unterstützt, ist in Vorbereitung

Virus kb

y	n	y	***Adapt***

Single (Editor with 218 Objects), Multi (Editor with 318 Objects)
Buffer Single (Edit Buffer), Buffer Multi (Edit Buffer), Bank Multi (Memory), Bank A (Memory, AutoLink), Bank B (Memory, AutoLink), Bank C (ROM) (ROM, AutoLink), Bank D (ROM) (ROM, AutoLink), Buf Single(old) (Edit Buffer)

aktuelle Adaption unterstützt Version 3.0. Ein Modul, das OS 4.x und alle modellspezifischen Besonderheiten unterstützt, ist in Vorbereitung

Virus Rack

y	n	y	***Adapt***

Single (Editor with 218 Objects), Multi (Editor with 318 Objects)
Buffer Single (Edit Buffer), Buffer Multi (Edit Buffer), Bank Multi (Memory), Bank A (Memory, AutoLink), Bank B (Memory, AutoLink), Bank C (ROM) (ROM, AutoLink), Bank D (ROM) (ROM, AutoLink), Buf Single(old) (Edit Buffer)

aktuelle Adaption unterstützt Version 3.0. Ein Modul, das OS 4.x und alle modellspezifischen Besonderheiten unterstützt, ist in Vorbereitung

Akai

AKAI

http://www.akai.com/akaipro/

CD3000

D/E	y	y	y ***Module***

Program List (Editor), Program (Editor), Sample List (Editor), Sample, Effects (Editor), Drum Input (Editor), Misc (Editor), Display (Editor), Disk/Partition/Volume (Editor)
Program List, Programs, Sample List, Samples, Effects, Drum Input, Misc, Display, Disk/Partition/Volume

umfangreicher Program/Keygroup-Editor, automatische Aktualisierung der Program- und Sample-Listen, Display Editor erlaubt Fernsteuerung, Disk/Partition/Volume Editor erlaubt ferngesteuertes Laden von Program und Samples (S2000 oder höher erforderlich)
Nur Sample-Header werden verarbeitet (keine Sample-Daten)

DP3200

-/E	n/a	n/a	n ***Adapt***

Patch (Editor with 181 Objects, Default Values), Patchbay Reset (Editor with 4 Objects), Patch Select (Editor with 6 Objects)
Current Setup (Editable, No Request), Computer "Virtual" Memory (Memory, Card, Remote Control), Bank 1 (Memory, Card, No Request, No Single Dump), Bank 2 (Memory, Card, No Request, No Single Dump), Bank 3 (Memory, Card, No Request, No Single Dump), Bank 4 (Memory, Card, No Request, No Single Dump), Bank 5 (Memory, Card, No Request, No Single Dump), Bank 6 (Memory, Card, No Request, No Single Dump), Bank 7 (Memory, Card, No Request, No Single Dump), Bank 8 (Memory, Card, No Request, No Single Dump), Bank 9 (Memory, Card, No Request, No Single Dump), Bank 10 (Memory, Card, No Request, No Single Dump), Bank 11 (Memory, Card, No Request, No Single Dump), Bank 12 (Memory, Card, No

Benötigt ein spezielles Kabel (MIDI -> RS232)
Nur Senden möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

DP88

D/E	y	n/a	y	***Adapt***

Patching settings (Editor with 34 Objects, Default Values), Write protect status (Editor with 2 Objects)

Patching settings (Editable, ROM), Memory (Memory, AutoLink, No Single Dump), Write protect status (Editable)

grafische Anzeige der Verbindungen

MB76

D/E	y	n/a	n/a	***Adapt***

Mix/Patch (Editor with 119 Objects)

Edit Buffer (Editable), Mix/Patch Bank (Memory)

ME-80P

n/a	n/a	n/a	***Adapt***

Bank, System Bank (Editor with 65 Objects)

Standard Banks (Editable, No Request), System Bank (Editable, No Request)

PEQ6

D/E	y	n/a	y	***Adapt***

EQ Program (Editor with 54 Objects, Default Values)

Edit EQ (Editable), EQ Bank (Memory, AutoLink)

grafische Anzeige der Equalizer-Einstellungen

S1000

D/E	y	y	y	***Module***

Program List (Editor), Program (Editor), Sample List (Editor), Sample, Effects (Editor), Drum Input (Editor), Misc (Editor), Display (Editor), Disk/Partition/Volume (Editor)

Program List, Programs, Sample List, Samples, Effects, Drum Input, Misc, Display, Disk/Partition/Volume

umfangreicher Program/Keygroup-Editor, automatische Aktualisierung der Program- und Sample-Listen, Display Editor erlaubt Fernsteuerung, Disk/Partition/Volume Editor erlaubt ferngesteuertes Laden von Program und Samples (S2000 oder höher erforderlich)
Nur Sample-Header werden verarbeitet (keine Sample-Daten)

Software-Version 2.0 oder neuer empfohlen.

S1100

D/E	y	y	y	***Module***

Program List (Editor), Program (Editor), Sample List (Editor), Sample, Effects (Editor), Drum Input (Editor), Misc (Editor), Display (Editor), Disk/Partition/Volume (Editor)

Program List, Programs, Sample List, Samples, Effects, Drum Input, Misc, Display, Disk/Partition/Volume

umfangreicher Program/Keygroup-Editor, automatische Aktualisierung der Program- und Sample-Listen, Display Editor erlaubt Fernsteuerung, Disk/Partition/Volume Editor erlaubt ferngesteuertes Laden von Program und Samples (S2000 oder höher erforderlich)
Nur Sample-Header werden verarbeitet (keine Sample-Daten)

S2800

D/E	y	y	y	***Module***

Program List (Editor), Program (Editor), Sample List (Editor), Sample, Effects (Editor), Drum Input (Editor), Misc (Editor), Display (Editor), Disk/Partition/Volume (Editor)

Program List, Programs, Sample List, Samples, Effects, Drum Input, Misc, Display, Disk/Partition/Volume

umfangreicher Program/Keygroup-Editor, automatische Aktualisierung der Program- und Sample-Listen, Display Editor erlaubt Fernsteuerung, Disk/Partition/Volume Editor erlaubt ferngesteuertes Laden von Program und Samples (S2000 oder höher erforderlich)
Nur Sample-Header werden verarbeitet (keine Sample-Daten)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

S3000

D/E y y y ***Module***

Program List (Editor), Program (Editor), Sample List (Editor), Sample, Effects (Editor), Drum Input (Editor), Misc (Editor), Display (Editor), Disk/Partition/Volume (Editor)

Program List, Programs, Sample List, Samples, Effects, Drum Input, Misc, Display, Disk/Partition/Volume

umfangreicher Program/Keygroup-Editor, automatische Aktualisierung der Program- und Sample-Listen, Display Editor erlaubt Fernsteuerung, Disk/Partition/Volume Editor erlaubt ferngesteuertes Laden von Program und Samples (S2000 oder höher erforderlich)
Nur Sample-Header werden verarbeitet (keine Sample-Daten)

S3200

D/E y y y ***Module***

Program List (Editor), Program (Editor), Sample List (Editor), Sample, Effects (Editor), Drum Input (Editor), Misc (Editor), Display (Editor), Disk/Partition/Volume (Editor)

Program List, Programs, Sample List, Samples, Effects, Drum Input, Misc, Display, Disk/Partition/Volume

umfangreicher Program/Keygroup-Editor, automatische Aktualisierung der Program- und Sample-Listen, Display Editor erlaubt Fernsteuerung, Disk/Partition/Volume Editor erlaubt ferngesteuertes Laden von Program und Samples (S2000 oder höher erforderlich)
Nur Sample-Header werden verarbeitet (keine Sample-Daten)

Alesis

http://www.alesis.com/

D4 (Version 1.0)

D/E y y y ***Adapt***

Drumset (Editor with 477 Objects, Default Values), Trigger Setup (Editor with 85 Objects, Default Values), Program Table (Editor with 256 Objects, Default Values), System (Editor with 8 Objects), Drum Sound Name (No Editor), Display (No Editor)

Edit Buffer (Editable), Drumsets (Memory, AutoLink), Trigger Setup (Editable, Memory), Program Table (Editable, Memory), System (Editable, Memory, No Request), Display Message (Editable, No Request)

grafischer Editor für Eingangszuordnung
Konvertierung von Adaption: DM5 auf Trigger Setup, DM5 auf Program Table, DM5 auf System, DM5 auf Display, D4 V101 auf Drumset, D4 V101 auf Program Table, D4 V101 auf System, D4 V101 auf Display

Für D4 V1.0 die Adaption “D4” verwenden, für D4 V1.01 Adaption “D4 V101”

D4 (Version 1.01)

D/E y y y ***Adapt***

Drumset (Editor with 477 Objects, Default Values), Trigger Setup (Editor with 85 Objects, Default Values), Program Table (Editor with 256 Objects, Default Values), System (Editor with 8 Objects), Drum Sound Name (No Editor), Display (No Editor)

Edit Buffer (Editable), Drumsets (Memory, AutoLink), Trigger Setup (Editable, Memory), Program Table (Editable, Memory), System (Editable, Memory, No Request), Display Message (Editable, No Request)

grafischer Editor für Eingangszuordnung
Konvertierung von Adaption: DM5 auf Trigger Setup, DM5 auf Program Table, DM5 auf System, DM5 auf Display, D4 V101 auf Drumset, D4 V101 auf Program Table, D4 V101 auf System, D4 V101 auf Display

Für D4 V1.0 die Adaption “D4” verwenden, für D4 V1.01 Adaption “D4 V101”

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

DM5

y	y	y	***Adapt***

Drumset (Editor with 477 Objects, Default Values), Trigger Setup (Editor with 85 Objects, Default Values), Program Table (Editor with 256 Objects, Default Values), System (Editor with 8 Objects), Drum Sound Name (No Editor), Display (No Editor)

Edit Buffer (Editable), Drumsets (Memory, AutoLink), Trigger Setup (Editable, Memory), Program Table (Editable, Memory), System (Editable, Memory, No Request), Display Message (Editable, No Request)

grafischer Editor für Eingangszuordnung
Konvertierung von Adaption: D4 auf Trigger Setup, D4 auf Program Table, D4 auf System, D4 auf Display, D4 V101 auf Program Table, D4 V101 auf System, D4 V101 auf Display

DMPro

-/E	y	y	***Module***

Drumkit (Editor), Program (Editor), Trigger (Editor), Globals (Editor)

Edit Drumkit, User Drumkits, Edit Programs, User Programs, Preset Programs, Trigger, Globals

Externe Cards werden nicht unterstützt.

Midiverb 4

y	n/a	y	***Adapt***

Program (Editor with 1205 Objects, Default Values), System Info (Editor with 41 Objects, Default Values)

Edit Buffer (Editable, AutoLink), Preset (Memory, ROM, AutoLink), User (Memory, AutoLink), System Info (Editable, Memory, AutoLink)

Midiverb II

n	n/a	y	***Adapt***

Programs (No Editor)

Program (ROM, AutoLink, Remote Control)

Midiverb III

D/E	y	n/a	n	***Adapt***

PROGRAM, User+Edit Programs (Editor with 425 Objects, Default Values)

EDIT PRG (Editable, Card, No Request), USER-PROGRAMS (100-199) (Editable, Memory, Card, No Single Dump), USER+EDIT PROGRAMS (Editable, Memory)

NanoBass

D/E	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

NanoPiano

D/E	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

NanoSynth

D/E	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

QS6

D/E	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

Externe Cards werden nicht unterstützt.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

QS6.1

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.

QS7

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.

QS7.1

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.

QS8

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.

QS8.1

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.

QSR

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.

Quadrasynth

D/E y y y ***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)
Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.
- Programs und Effects werden getrennt verwaltet, so wie es also auch das Gerät macht.
- Konvertierung von Programs zwischen Quadrasynth und Quadrasynth Plus Piano / S4 Plus z.Zt. nur über Umweg möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Quadrasynth Plus Piano

D/E	y	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.
- Konvertierung von Programs zwischen Quadrasynth / S4 und Quadrasynth Plus Piano z.Zt. nur über Umweg möglich

Quadraverb

D/E	y	n/a	n	***Adapt***

Program (Editor with 557 Objects, Default Values)

EDIT PROGRAM (Editable), PROGRAMS 00-99 (Editable, Memory)

Quadraverb 2

D/E	y	n/a	n	***Adapt***

Program (Editor with 547 Objects, Default Values), Bypass (Editor with 29 Objects, Default Values), Global Data (Editor with 41 Objects, Default Values), Program Change Table (No Editor, Default Values), DSP Error Message (Editor with 2 Objects, Default Values), Easy Parameter Editor (Editor with 399 Objects, Default Values)

Edit Program (Editable), Bypass (Editable, Remote Control), Global Data (Editable, Memory), Program Change Table (Editable, Memory, Card), DSP Error Message (Editable, No Request), User Programs (Bank 0) (Memory), User Programs (Bank1) (Memory, Card), Easy Parameter Editor (Editable, Remote Control)

unterstützt V2.0

Quadraverb GT

D/E	y	n/a	y	***Adapt***

Program (Editor with 1213 Objects, Default Values)

EDIT PROGRAM (Editable), PROGRAMS (Editable, Memory, AutoLink)

sehr aufwendige Anzeige des Signalflusses

Quadraverb Plus

D/E	y	n/a	y	***Adapt***

Program (Editor with 1121 Objects, Default Values)

EDIT PROGRAM (Editable), PROGRAMS (Editable, Memory, AutoLink)

sehr aufwendige Anzeige des Signalflusses

S4

D/E	y	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.
- Programs und Effects werden getrennt verwaltet, so wie es also auch das Gerät macht.
- Konvertierung von Programs zwischen S4 und Quadrasynth Plus Piano / S4 Plus z.Zt. nur über Umweg möglich

S4 Plus

D/E	y	y	y	***Module***

Mix (Editor), Program (Editor), Effect (Editor), Globals (Editor)

Edit Mix, User Mixes, Preset Mixes, Edit Program, Mix Programs, User Programs, Preset Programs, Edit Effect, Edit Mix Effect, User Effects, Preset Effects, Globals

- Externe Cards werden nicht unterstützt.
- Konvertierung von Programs zwischen Quadrasynth / S4 und S4 Plus z.Zt. nur über Umweg möglich

SR-16

D/E	y	n/a	n	***Adapt***

DrumSet, Complete Memory

User Drum Sets (Editable), Preset Drum Sets (Editable, ROM), All User Data (Memory)

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Unterstützte Modelle 517 **Editoren** 774

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Wedge

D/E n n y ***Adapt***

Utility Menu Settings (No Editor), Program Change Table (No Editor), Program (No Editor)

Utility Menu Settings (Memory, No Request), Program Change Table (Memory, No Request), Edit Buffer (Editable, No Request), User Programs (Memory, AutoLink, No Request, No Single Dump)

ART

ART

http://www.artroch.com/home.htm

DR-X

D/E y n n ***Adapt***

Preset, MIDI Program Table

Current Values (Editable), Presets (Memory), MIDI Program Table (Editable, Memory)

EXT

D/E y n n ***Adapt***

Preset, MIDI Program Table

Current Values (Editable), Presets (Memory), MIDI Program Table (Editable, Memory)

Multiverb II

D/E y n n ***Adapt***

Preset, MIDI Program Table

Current Values (Editable), Presets (Memory), MIDI Program Table (Editable, Memory)

Multiverb III

D/E y n n ***Adapt***

Preset, MIDI Program Table

Current Values (Editable), Presets (Memory), MIDI Program Table (Editable, Memory)

SGE

D/E y n n ***Adapt***

Preset, MIDI Program Table

Current Values (Editable), Presets (Memory), MIDI Program Table (Editable, Memory)

SGE Mach II

D/E y n n ***Adapt***

Preset (Editor with 1328 Objects), Bypass Status (Editor with 2 Objects), Ext Switch Mode (Editor with 3 Objects), LCD View (Editor with 2 Objects), Omni Mode (Editor with 3 Objects), Midi Merge (Editor with 2 Objects), Prf Midi ena (Editor with 2 Objects), Prg Change ena (Editor with 2 Objects), Midi Channel (Editor with 2 Objects), Pgr Change Table (Editor with 269 Objects)

Current (Editable, Memory), Presets (Editable, Memory), Bypass Status (Editable), Ext Switch Mode (Editable), LCD View (Editable), Omni Mode (Editable), Midi Merge (Editable), Prf Midi ena (Editable), MIDI CHANNEL (Editable), Pgr Change ena (Editable), PGR # TABLE (Editable, Memory)

X-15

y n/a n ***Adapt***

Parameters

Parameters (Editable, Memory)

Audio Architecture

Function Junction/Plus

D/E n/a n/a n/a ***Adapt***

Patch Data / Misc Data

Patch 1-99 / Misc Data (Memory, No Request)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

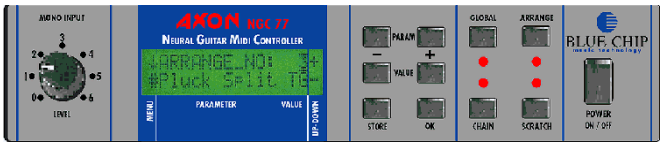
Hilfe Scan Abh. Namen Typ

Blue Chip

http://ourworld.compuserve.com/homepages/bluechipmusic/

Axon NGC 77

D/E n n y ***Adapt***



Arrange (Editor with 837 Objects), Scratch (Editor with 130 Objects), All Data (Editor with 159 Objects)

All Data (Editable, Memory, No Single Dump), ARRANGE (Editable, Memory, AutoLink), SCRATCH (Editable, Memory, AutoLink)

Boss

http://www.rolandcorp.com/

DR-660

D/E y n n ***Adapt***

Pad , Note Assign, Effects , Pad Layer , Kit Name, MIDI-set, Utiliy-set, Drumkit, all Songs, all Pattern

crash1 crash2 bell ride (Memory), Tom1 Tom2 tom3 tom4 (Memory), sideStck clap cl.hh op.hh (Memory), kick snare pd.hh cowbl. (Memory), B01 B02 B03 B04 (Memory), B05 B06 B07 B08 (Memory), B09 B10 B11 B12 (Memory), B13 B14 B15 B16 (Memory), -01 bis -23 (Memory), Kit Name (Memory), Effects (Memory), Note Assign (Memory), Pad Layer (Memory), Drumkits (Memory), all Songs (Memory), all Pattn (Memory), MIDI-set (Editable, Memory), Utility-set (Editable, Memory)

GT-5

y n/a n ***Adapt***

Tuner (No Editor), Utility: Global (No Editor), Utility: System (No Editor), Utility: MIDI (No Editor), Utility: HR Scale (No Editor), Utility: OD/DS Customize (No Editor), Utility: Preamp Customize (No Editor), Manual (No Editor), FX Setting (No Editor), Patch (No Editor)

Tuner (Editable, Memory), Utility: Global (Editable, Memory), Utility: System (Editable, Memory), Utility: MIDI (Editable, Memory), Utility: HR Scale (Editable, Memory), Utility: OD/DS Customize (Editable, Memory), Utility: Preamp Customize (Editable, Memory), Manual (Editable), User FX Settings (Editable, Memory), Preset FX Settings (Editable, Memory), Temp. Patch (Editable), User Patches (Memory), Preset Patches 1-1-1 to 4-5-5 (Memory, ROM), Preset Patches 5-1-1 to 6-5-5 (Memory, ROM)

Firmware 1.06 erforderlich. Firmware 1.03 stürzt ab. Zum Ermitteln der Firmware-Version beim Einschalten die Tasten Pedal/Assign und Name gedrückt halten.

GX-700

y n/a n ***Adapt***

Patch (No Editor), System Parameters (No Editor), Display Data (No Editor)

Temporary Patch (Editable), User Patches (Memory), Preset Patches (Memory), System Parameters (Editable, Memory), Display Data (Editable, ROM)

ME-5

y n/a y ***Adapt***

Program (Editor with 67 Objects)

Temp. (Editable, AutoLink), Programs (Memory, AutoLink)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

SE-50

D/E y y y ***Adapt***

Program (Editor with 3085 Objects), System Setup (Editor with 260 Objects), ROM Program

Temp Program (Editable, No Request), Internal Programs (Memory, AutoLink), ROM Programs (Memory, ROM, Card, AutoLink, No Request), System (Editable)

SE-70

D/E y n/a y ***Module***

Patch (E), System (E), Program Map (E)

Patches, Temp Patch, System, Program Map

ersetzt alte SE-70 Adaption

SN-700

y n/a n ***Adapt***

System, MIDI (No Editor), Patch (No Editor)

Temporary (Editable), Memory (Memory), System, MIDI (Editable, Memory)

SX-700

D/- y n/a y ***Adapt***

Patch (No Editor), System Parameters (No Editor)

Temporary Patch (Editable), User Patches (Memory, AutoLink), Preset Patches (Memory, ROM, AutoLink), System Area (Editable, Memory)

Casio

http://www.casio.com/emi/

CZ-1

D/E y n/a y ***Module***

Tone (E), Operation Memory (E)

Current Tone, Preset Tones, Memory Tones, Card Tones, Operation Memory

CZ-1000

D/E y n/a y ***Module***

Tone (E), Operation Memory (E)

Current Tone, Preset Tones, Memory Tones, Card Tones, Operation Memory

CZ-101

D/E y n/a y ***Module***

Tone (E), Operation Memory (E)

Current Tone, Preset Tones, Memory Tones, Card Tones, Operation Memory

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

CZ-3000

D/E y n/a y ***Module***

Tone (E), Operation Memory (E)

Current Tone, Preset Tones, Memory Tones, Card Tones, Operation Memory

CZ-5000

D/E y n/a y ***Module***

Tone (E), Operation Memory (E)

Current Tone, Preset Tones, Memory Tones, Card Tones, Operation Memory

VZ-1

-/E n/a y n ***Module***

Tone (E), OpMem (E), Multi (E)

Current Opmem, internal Operation Memories, Current Tone, Internal Tones, Multi

VZ-10M

-/E n/a y n ***Module***

Tone (E), OpMem (E), Multi (E)

Current Opmem, internal Operation Memories, Current Tone, Internal Tones, Multi

Cheetah

http://www.maad.net/ms6/

MS-6

n/a n/a n ***Adapt***

Tone (Editor with 100 Objects), Performance (No Editor)

Tone Memory (Editable, Memory, No Request, No Single Dump), Performance Memory (Editable, Memory, No Request, No Single Dump)

Clavia

http://www.clavia.se/

Nord Lead

y n y ***Adapt***

Performance (Editor with 504 Objects), Patch (Editor with 115 Objects), Percussion Ki (Editor with 86 Objects)

Edit Patches (Editable), Bank 1 RAM Patches (Memory), Bank 1 ROM Patches (Memory, ROM), Edit Perc Patches (Editable, No Request), Edit Performance (Editable), Bank 2 Patches (Memory, Card, No Request), Bank 2 Perc Patches (Memory, Card, No Request), Performances A (Memory, Card, No Request), Performances B (Memory, Card, No Request), Performances C (Memory, Card, No Request), Performances D (Memory, Card, No Request), Performances E (Memory, Card, No Request), Performances F (Memory, Card, No Request), Performances G (Memory, Card, No Request), Performances H (Memory, Card, No Request), Performances J (Memory, Card, No Request), Performances L (Memory, Card, No Request), Bank 3 Patches (Memory,

Gesonderte Adaption „Nord 1 v2“ für Nord Lead Version 2.x

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Nord Lead 2

y n y ***Adapt***

Performance (Editor with 515 Objects), Patch (Editor with 117 Objects), Percussion Kit (No Editor)

Edit Patches (Editable), Bank 1 RAM Patches (Memory), Bank 1 ROM Patches (Memory, ROM), Edit Perc Patches (Editable, No Request), Edit Performance (Editable), Bank 2 Patches (Memory, Card, No Request), Bank 2 Perc Patches (Memory, Card, No Request), Performances A (Memory, Card, No Request), Performances B (Memory, Card, No Request), Performances C (Memory, Card, No Request), Performances D (Memory, Card, No Request), Performances E (Memory, Card, No Request), Performances F (Memory, Card, No Request), Performances G (Memory, Card, No Request), Performances H (Memory, Card, No Request), Performances J (Memory, Card, No Request), Performances L (Memory, Card, No Request), Bank 3 Patches (Memory,

Nord Rack

y n y ***Adapt***

Performance (Editor with 504 Objects), Patch (Editor with 115 Objects), Percussion Ki (Editor with 86 Objects)

Edit Patches (Editable), Bank 1 RAM Patches (Memory), Bank 1 ROM Patches (Memory, ROM), Edit Perc Patches (Editable, No Request), Edit Performance (Editable), Bank 2 Patches (Memory, Card, No Request), Bank 2 Perc Patches (Memory, Card, No Request), Performances A (Memory, Card, No Request), Performances B (Memory, Card, No Request), Performances C (Memory, Card, No Request), Performances D (Memory, Card, No Request), Performances E (Memory, Card, No Request), Performances F (Memory, Card, No Request), Performances G (Memory, Card, No Request), Performances H (Memory, Card, No Request), Performances J (Memory, Card, No Request), Performances L (Memory, Card, No Request), Bank 3 Patches (Memory,

Gesonderte Adaption „Nord 1 v2“ für Nord Lead Version 2.x

Nord Rack 2

y n y ***Adapt***

Performance (Editor with 515 Objects), Patch (Editor with 117 Objects), Percussion Kit (No Editor)

Edit Patches (Editable), Bank 1 RAM Patches (Memory), Bank 1 ROM Patches (Memory, ROM), Edit Perc Patches (Editable, No Request), Edit Performance (Editable), Bank 2 Patches (Memory, Card, No Request), Bank 2 Perc Patches (Memory, Card, No Request), Performances A (Memory, Card, No Request), Performances B (Memory, Card, No Request), Performances C (Memory, Card, No Request), Performances D (Memory, Card, No Request), Performances E (Memory, Card, No Request), Performances F (Memory, Card, No Request), Performances G (Memory, Card, No Request), Performances H (Memory, Card, No Request), Performances J (Memory, Card, No Request), Performances L (Memory, Card, No Request), Bank 3 Patches (Memory,

Version 1.0.4 erforderlich

CM Automation

http://www.cmautomation.com/

Motormix

n n/a n/a ***Module***

Panel (E)

Panel

Drag-and-Drop Zuweisung von Fadern, Encodern und Tastern.
Feedback-Steuerung der Motorfader und Taster-LEDs.
LCD zeigt aktuelle Fader-Zuordnung an.
LCD kann manuell editiert werden.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe Scan Abh. Namen Typ

Crumar

http://www.algonet.se/~chaupt/

bit01

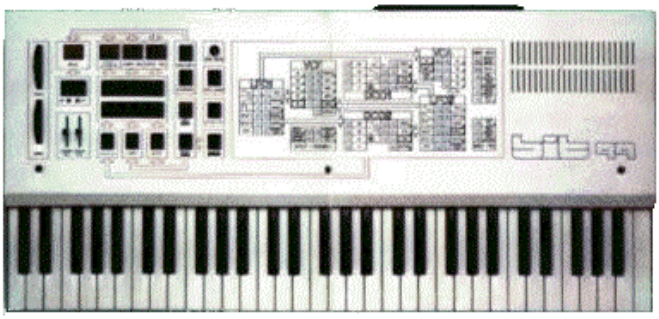
D/E y y y ***Adapt***

PRESET (Editor with 138 Objects, Default Values), SPLIT/DOUBLE (Editor with 34 Objects, Default Values)
Preset (Editable, No Request), Presets (Memory, AutoLink), Split/Double (Editable, No Request), Splits/Doubles (Memory, AutoLink)

farbige Editoren
Conversion from Adaptation: bit99 to PRESET, bit99 to SPLIT/DOUBLE

bit99

D/E y y y ***Adapt***



PRESET (Editor with 138 Objects, Default Values), SPLIT/DOUBLE (Editor with 34 Objects, Default Values)
Preset (Editable, No Request), Presets (Memory, AutoLink), Split/Double (Editable, No Request), Splits/Doubles (Memory, AutoLink)

farbige Editoren
Conversion from Adaptation: bit01 to PRESET, bit01 to SPLIT/DOUBLE

Digital Music

http://www.voodoolab.com/patchbay.html

MX-8

D/E y n/a y ***PBay***

Program (Editor)
Active Setup (Editable), All Setups (Memory, No Single Dump)

Digitech

http://www.digitech.com/

DSP-256

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)
Programs (Editable, Memory, AutoLink), Configuration (Editable, Memory)

DSP-256 XL

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)
Programs (Editable, Memory, AutoLink), Configuration (Editable, Memory)

GFX-1

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)
Programs (Memory, AutoLink), Configuration (Editable, Memory)

GSP-2101

y n/a y ***Adapt***

Program (No Editor)
Programs (Memory, AutoLink)

GSP21

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)
Programs (Memory, AutoLink), Configuration (Editable, Memory)

GSP7

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)
Programs (Memory, AutoLink), Configuration (Editable, Memory)

IPS 33B

y n/a y ***Adapt***

Program (No Editor), Harmony Definition (No Editor), Arpeggio Pattern Definition (No Editor)
Programs (Memory, AutoLink), Harmony Definitions (Memory), Harmony Definitions (Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

MEQ 14

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)

Programs (Memory, AutoLink), Configuration (Editable, Memory)

MEQ 28

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)

Programs (Memory, AutoLink), Configuration (Editable, Memory)

MEQ 7

y n/a y ***Adapt***

Program (No Editor), Configuration (No Editor)

Programs (Memory, AutoLink), Configuration (Editable, Memory)

Studio Quad

n n/a n ***Adapt***

Single Program (Editor with 17 Objects), All Data (No Editor), Utilities (Editor with 393 Objects), Input Levels (Editor with 6 Objects), Modul (Editor with 2952 Objects)

Edit Program (Editable), Programs (Memory), ROM-Programs (ROM), All Data (Memory), Utilities (Editable, Memory), Input Levels (Editable, Memory), Moduls (Editable, Memory, ROM)

TSR-24

y n/a y ***Adapt***

Program (No Editor)

Programs (Memory, AutoLink)

TSR-24S

y n/a y ***Adapt***

Program (No Editor)

Programs (Memory, AutoLink)

Valve FX

y n/a y ***Adapt***

Program (No Editor)

Programs (Memory, AutoLink)

VHM5

D/- y n/a y ***Adapt***

Single Program (Editor with 1260 Objects), Utilities (Editor with 463 Objects)

Edit Program (Editable), Programs (Memory, AutoLink), Utilities (Editable, Memory)

Doepfer

http://www.doepfer.de/

Drehbank

n n/a n/a ***Adapt***

Slot (Editor with 137 Objects), ThruMode (Editor with 4 Objects), Version (Editor with 4 Objects)

Slot (Editable, Memory), ThruMode (Editable, Memory), Versionsabfrage (Editable, ROM)

LMK3

y y y ***Adapt***

Preset (Editor with 236 Objects)

Preset (Editable), Presets (Memory, AutoLink)

LMK-Firmware Version 4 erforderlich.
MIDI-in-Buchse muss als MIDI in konfiguriert sein.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Dynacord

http://www.dynacord.de/

DLS223

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	n/a	n	***Adapt***

PROGRAM (Editor with 164 Objects), CONTROLLER (Editor with 59 Objects), Event List (Editor with 68 Objects)

Active Program (Editable), User-Programs 1...3 (Memory), Factory (ROM), Remote (Editable, Remote Control), Matrix (Editable, Memory)

Zugang zu vielen Parametern, die am Gerät selbst nicht erreichbar sind

DLS300

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	n/a	n	***Adapt***

PROGRAM (Editor with 164 Objects), CONTROLLER (Editor with 59 Objects), Event List (Editor with 68 Objects)

Active Program (Editable), User-Programs 1...3 (Memory), Factory (ROM), Remote (Editable, Remote Control), Matrix (Editable, Memory)

Zugang zu vielen Parametern, die am Gerät selbst nicht erreichbar sind

DRP15

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	n	***Adapt***

Control (Editor with 120 Objects), Program (Editor with 260 Objects), System Data + Tables (Editor with 371 Objects)

Remote (Editable, ROM, Remote Control), Temporary Program (Editable), USER Bank (Memory), FACTORY Bank (ROM), Options (Editable, Memory, No Single Dump)

aufwendige grafische Darstellung; Fernbedienungs-Editor

E-mu

http://www.emu.com/

Audity 2000

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Module***

LCD Screen, Multisetup (E), Program Map (E), Tuning Table (E), Multimodemap (E), Preset (E)

Multi Setup, Program Map, Tuning Table, Multimodemap, LCD Screen, Edit Preset, User Presets 0..3, Composer Presets 0..7, ROM 3 Presets 0..7, ROM 2 Presets 0..7, ROM 1 Presets 0..7

unterstützt ROM-Expansions wie Protozoa

Version 2.0 erforderlich

Carnaval

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

E-Synth Keyboard

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

E-Synth Rack

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

E4

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

E4K

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

E4X

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

E4X Turbo

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

E4XT Ultra

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

E64

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

E6400

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

E6400 Ultra

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

E64FX

y y y ***Module***

Setup (E), Multi (E), Drives (E), Preset (E), Sample, Sequence
Setup, Multi, Drives, Presets, Flash Presets, Samples, ROM/Flash Samples, Sequences

zeigt Konfiguration an (Speicher, Erweiterungen); Multi-Samples können im Preset-Editor zwecks Platzersparnis eingeklappt werden; unterstützt Features von EOS 3.0 (Flash, Multi Dump und -editierung); ferngesteuertes Blättern in Disks, Folders, Banks; ferngesteuertes Probehören von Samples; ferngesteuertes Laden und Speichern von Banks und einzelnen Daten.

EOS 2.5f oder neuer erforderlich (3.0 wird empfohlen)

Morpheus

y y y ***Module***

Midi Map (Editor), Hyper Preset (Editor), Preset (Editor), Tuning Table (Editor), Program Map (Editor), Master Settings (Editor)
Midimaps, Hyper Presets, Presets, Tuning Tables, Program Maps, Master Settings

Orbit

D/E y y y ***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)
Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Planet Phatt

D/E y y y ***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

PRO/CUSSION

D/E y y y ***Adapt***

Kit (Editor with 1793 Objects), Master Parameters (Editor with 228 Objects), Program / Kit Map (Editor with 389 Objects), User Zone Map (Editor with 126 Objects), Stack (Editor with 12 Objects), String (Editor with 12 Objects), Configuration (Editor with 20 Objects)

Factory Kits (ROM, AutoLink), User Kits (Editable, Memory, AutoLink), Master Settings (Editable, Memory), Program / Kit Map (Editable, Memory), User Zone Maps (Editable, Memory), Config (Editable, Memory)

Proteus 2000

D/E y y y ***Module***

LCD Screen, Multisetup (E), Program Map (E), Tuning Table (E), Multimodemap (E), Preset (E)

Multi Setup, Program Map, Tuning Table, Multimodemap, LCD Screen, Edit Preset, User Presets 0..3, Composer Presets 0..7, ROM 3 Presets 0..7, ROM 2 Presets 0..7, ROM 1 Presets 0..7

unterstützt ROM-Expansions wie Protozoa

Proteus Protologic

D/E y y y ***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Proteus/1

D/E y y y ***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Proteus/1XR

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

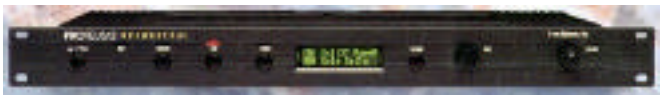
Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Proteus/2

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***



Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Proteus/2XR

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Proteus/3

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Proteus/3XR

D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Bei Versionen unter 2.0:
- keine Unterstützung von variabler Preset- und Sample-Anzahl.
- die zweite Bank der Factory-Presets (d.h. die Einträge 128-191) kann aufgrund eines Software-Fehlers nicht über MIDI angefordert werden. Diese Werksounds werden aber von Emagic im LIBS-Ordner mitgeliefert und können dann nachträglich von einer Bibliothek aus in den Memory Manager (selbstverständlich nur auf die RAM-Speicherplätze) kopiert werden.

Proteus/MPS+

y	n	y	***Adapt***

Preset (No Editor), Performance (No Editor), Tuning (No Editor), Program (No Editor), Instrument List (No Editor), Master Setting (Editor with 2 Objects)

User Bank 1 (100-199) (Editable, Memory), Card Bank 2 (200-299) (Editable, Memory, Card), Factory Bank 0 (0-99) (Editable, ROM, Card), Orchestra Bank 3 (300-399) (Editable, ROM, Card, AutoLink), Factory Bank 4 (400-499) (Editable, ROM, Card), Perf.Maps 0-4 (Editable, Memory), Perf.Maps 5-9 (Editable, Memory, Card), User Tuning 1-4 (Editable, Memory), Program Map 1-4 (Editable, Memory), Setup (Editable, Memory)

Ultra Proteus

y	y	y	***Module***

Midi Map (Editor), Hyper Preset (Editor), Preset (Editor), Tuning Table (Editor), Program Map (Editor), Master Settings (Editor)

Midimaps, Hyper Presets, Presets, Tuning Tables, Program Maps, Master Settings

Vintage Keys

D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Vintage Keys Plus

D/E	y	y	y	***Module***

Master Settings (Editor), Midi Mixer (Editor), Program Map (Editor), Tuning Table (Editor), Preset (Editor)

Master Settings, Midi Mixer, Program Map, Tuning Table, Preset

Konvertierung zwischen den verschiedenen PRO-Modellen; erkennt alle existierenden und künftigen Proteus, Proteus XR und Vintage Keys Versionen automatisch; Easy Page

Emagic

http://www.emagic.de/

AMT8

D/E	y	n/a	y	***Module***

Patch (Editor), Computer Mode Setup (Editor), Patch Mode Setup (Editor), Click Setup (Editor)

Patches, Computer Mode Setup, Patch Mode Setup, Click Setup

verwaltet bis zu 8 verkettete Unitor8 in einem virtuellen Gerät und zeigt somit alle Verbindungen eines Patches (bis zu 8 Ins x 64 Outs) in einem einzigen Editor-Fenster
Einfaches Überprüfen von Patch-Verbindungen durch Klicken auf einen Input oder Output
SMPTE Striping mit MTC Feedback (Anzeige der gerade geschriebenen SMPTE-Position), gleichzeitiges Striping von mehreren Unitor8.
Automatisches und sicheres Laden von EEPROM-Updates aller Unitor8 in einem Durchgang.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

MT4

D/E y n/a y ***Module***

Patch (Editor), Computer Mode Setup (Editor), Patch Mode Setup (Editor), Click Setup (Editor)

Patches, Computer Mode Setup, Patch Mode Setup, Click Setup

verwaltet bis zu 8 verkettete Unitor8 in einem virtuellen Gerät und zeigt somit alle Verbindungen eines Patches (bis zu 8 Ins x 64 Outs) in einem einzigen Editor-Fenster
Einfaches Überprüfen von Patch-Verbindungen durch Klicken auf einen Input oder Output
SMPTE Striping mit MTC Feedback (Anzeige der gerade geschriebenen SMPTE-Position), gleichzeitiges Striping von mehreren Unitor8.
Automatisches und sicheres Laden von EEPROM-Updates aller Unitor8 in einem Durchgang.

Unitor8

D/E y n/a y ***Module***

Patch (Editor), Computer Mode Setup (Editor), Patch Mode Setup (Editor), Click Setup (Editor)

Patches, Computer Mode Setup, Patch Mode Setup, Click Setup

verwaltet bis zu 8 verkettete Unitor8 in einem virtuellen Gerät und zeigt somit alle Verbindungen eines Patches (bis zu 8 Ins x 64 Outs) in einem einzigen Editor-Fenster
Einfaches Überprüfen von Patch-Verbindungen durch Klicken auf einen Input oder Output
SMPTE Striping mit MTC Feedback (Anzeige der gerade geschriebenen SMPTE-Position), gleichzeitiges Striping von mehreren Unitor8.
Automatisches und sicheres Laden von EEPROM-Updates aller Unitor8 in einem Durchgang.

Unitor8 MkII

D/E y n/a y ***Module***

Patch (Editor), Computer Mode Setup (Editor), Patch Mode Setup (Editor), Click Setup (Editor)

Patches, Computer Mode Setup, Patch Mode Setup, Click Setup

verwaltet bis zu 8 verkettete Unitor8 in einem virtuellen Gerät und zeigt somit alle Verbindungen eines Patches (bis zu 8 Ins x 64 Outs) in einem einzigen Editor-Fenster
Einfaches Überprüfen von Patch-Verbindungen durch Klicken auf einen Input oder Output
SMPTE Striping mit MTC Feedback (Anzeige der gerade geschriebenen SMPTE-Position), gleichzeitiges Striping von mehreren Unitor8.
Automatisches und sicheres Laden von EEPROM-Updates aller Unitor8 in einem Durchgang.

Ensoniq

ENSONIQ

http://www.ensoniq.com/

ASR-10

D/- n/a n/a n/a ***Adapt***

Virtual File (Editor with 23 Objects), Remote Control (Editor with 71 Objects), Virtual Effect File (Editor with 15 Objects), Load Macro-File (Editor with 22 Objects), EFF-VAR Remote (Editor with 21 Objects)

Instruments/Banks (Editable, Memory, No Request), Remote (Editable, Memory, Remote Control), Effects (Editable, Memory, No Request), Macro-File (Editable, Memory, No Request), Effect Variations (Editable, Memory, No Request)

Verwaltungsfunktionen für ASR-10 Disketten (keine “richtige” Adaption)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

DP/2

D/E	y	y	y	***Module***

System and MIDI (Editor), Config Preset (Editor), 4 Unit Preset (Editor), 2 Unit Preset (Editor), 1 Unit Preset (Editor)

System and MIDI, RAM Config Presets 0-49, ROM Config Presets 50-99, Alternate ROM Config Presets 50-99, RAM 4 Unit Presets 0-49, ROM 4 Unit Presets 50-99, Alternate ROM 4 Unit Presets 50-99, RAM 2 Unit Presets 0-49, ROM 2 Unit Presets 50-99, Alternate ROM 2 Unit Presets 50-99, RAM 1 Unit Presets 0-49, ROM 1 Unit Presets 50-99, Alternate ROM 1 Unit Presets 50-99

komplette Editoren mit Signalfluß-Anzeige und grafischer Darstellung; Delay-Zeiten werden als Notenwerte angezeigt (abhängig von einstellbarem Tempo).

DP/4

D/E	y	y	y	***Module***

System and MIDI (Editor), Config Preset (Editor), 4 Unit Preset (Editor), 2 Unit Preset (Editor), 1 Unit Preset (Editor)

System and MIDI, RAM Config Presets 0-49, ROM Config Presets 50-99, Alternate ROM Config Presets 50-99, RAM 4 Unit Presets 0-49, ROM 4 Unit Presets 50-99, Alternate ROM 4 Unit Presets 50-99, RAM 2 Unit Presets 0-49, ROM 2 Unit Presets 50-99, Alternate ROM 2 Unit Presets 50-99, RAM 1 Unit Presets 0-49, ROM 1 Unit Presets 50-99, Alternate ROM 1 Unit Presets 50-99

komplette Editoren mit Signalfluß-Anzeige und grafischer Darstellung; Delay-Zeiten werden als Notenwerte angezeigt (abhängig von einstellbarem Tempo).

In der Version 1.15 (und früher) des DP/4-Betriebssystemes ist ein Fehler enthalten: Wenn Alternate ROM Presets angefragt werden, erzeugt der DP/4 kein Ausgangssignal mehr. In manchen Fällen verlischt auch das Display. Die Daten werden jedoch fehlerfrei übertragen. Schalten Sie den DP/4 aus und wieder an, wenn dies auftritt.

DP/4+

D/E	y	y	y	***Module***

System and MIDI (Editor), Config Preset (Editor), 4 Unit Preset (Editor), 2 Unit Preset (Editor), 1 Unit Preset (Editor)

System and MIDI, RAM Config Presets 0-49, ROM Config Presets 50-99, Alternate ROM Config Presets 50-99, RAM 4 Unit Presets 0-49, ROM 4 Unit Presets 50-99, Alternate ROM 4 Unit Presets 50-99, RAM 2 Unit Presets 0-49, ROM 2 Unit Presets 50-99, Alternate ROM 2 Unit Presets 50-99, RAM 1 Unit Presets 0-49, ROM 1 Unit Presets 50-99, Alternate ROM 1 Unit Presets 50-99

komplette Editoren mit Signalfluß-Anzeige und grafischer Darstellung; Delay-Zeiten werden als Notenwerte angezeigt (abhängig von einstellbarem Tempo).

E-Prime

D/E	y	y	y	***Module***

Sound (Editor), Sequence (Editor), Song (Editor)

Current Sound, Current Sequence, Current Song, Internal Sequences/Presets, Internal Songs, Internal Sounds, ROM Drum Sounds, Card A Sequences/Presets, Card A Songs, Card A Sounds, Card B Sequences/Presets, Card B Songs, Card B Sounds, ROM Sequences/Presets, ROM Songs, ROM Sounds

konvertiert Sequences und Songs zu Standard MIDI Files und umgekehrt.
Funktion zum Auswählen von
- Sounds, die Expansion Waves verwenden
- Sounds einer SoundFinder-Kategorie entsprechen
- Drum Sounds

Ensoniq / GM Drum Map initialisieren

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

ESQ-1

D/E	y	y	y	***Adapt***

Program (Editor with 294 Objects)

Edit Prg (Editable), Internal Programs (Memory, AutoLink, No Single Dump)

Control Changes (NRPN) werden im Editor nicht verwendet, da der ESQ sonst abstürzt

ESQ-M

D/E	y	y	y	***Adapt***

Program (Editor with 294 Objects)

Edit Prg (Editable), Internal Programs (Memory, AutoLink, No Single Dump)

Control Changes (NRPN) werden im Editor nicht verwendet, da der ESQ sonst abstürzt

FIZMO

D/E	y	y	y	***Module***

Performance (Editor), Sound (Editor), System (Editor), Drum Sound

EDIT PERF, RAM PERFORMANCES BANK 001, RAM SOUNDS BANK 001, ROM SOUNDS BANK 004, ROM SOUNDS BANK 005, ROM SOUNDS BANK 006, GM SOUNDS BANK 008, GM SOUNDS BANK 009, DRUM SOUNDS BANK 011, DRUM SOUNDS BANK 012, DRUM SOUNDS BANK 013, DRUM SOUNDS BANK 014, DRUM SOUNDS BANK 015, DRUM SOUNDS BANK 016, DRUM SOUNDS BANK 017, DRUM SOUNDS BANK 018, EXP SOUNDS BANK 019, EXP SOUNDS BANK 020, EXP SOUNDS BANK 021, EXP SOUNDS BANK 023, EXP SOUNDS BANK 024, EXP SOUNDS BANK 025, EXP SOUNDS BANK 026, EXP SOUNDS BANK 027, EXP SOUNDS BANK 028, EXP SOUNDS BANK 029, EXP SOUNDS BANK 030, EXP

KMX-16

D/E	y	n/a	y	***PBay***

Preset (E), Program Change Limits (E)

Edit Preset, Presets, Program Change Limits

KMX-8

D/E	y	n/a	y	***PBay***

Preset (E), Program Change Limits (E)

Edit Preset, Presets, Program Change Limits

KS-32

D/E	y	n	y	***Adapt***

Sound (Editor with 1132 Objects), Preset

Edit Sound (Editable), Internal Sounds (Memory, AutoLink), Drum Sounds (ROM, AutoLink), CARD-A Sounds (Memory, Card, AutoLink), CARD-B Sounds (Memory, Card, AutoLink), ROM Sounds (ROM, Card, AutoLink)

Auswahl von Sounds in Logic ist nur mit Logic-Version 2.5.1 oder höher möglich, da “Bank Select” mit einem vorangestellten Proram Change 124..127 gemacht wird

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

KT-76

D/E y y y ***Module***

Sound (Editor), Sequence (Editor), Song (Editor)

Current Sound, Current Sequence, Current Song, Internal Sequences/Presets, Internal Songs, Internal Sounds, ROM Drum Sounds, Card A Sequences/Presets, Card A Songs, Card A Sounds, Card B Sequences/Presets, Card B Songs, Card B Sounds, ROM Sequences/Presets, ROM Songs, ROM Sounds

konvertiert Sequences und Songs zu Standard MIDI Files und umgekehrt.
Funktion zum Auswählen von
- Sounds, die Expansion Waves verwenden
- Sounds einer SoundFinder-Kategorie entsprechen
- Drum Sounds

Ensoniq / GM Drum Map initialisieren

KT-88

D/E y y y ***Module***

Sound (Editor), Sequence (Editor), Song (Editor)

Current Sound, Current Sequence, Current Song, Internal Sequences/Presets, Internal Songs, Internal Sounds, ROM Drum Sounds, Card A Sequences/Presets, Card A Songs, Card A Sounds, Card B Sequences/Presets, Card B Songs, Card B Sounds, ROM Sequences/Presets, ROM Songs, ROM Sounds

konvertiert Sequences und Songs zu Standard MIDI Files und umgekehrt.
Funktion zum Auswählen von
- Sounds, die Expansion Waves verwenden
- Sounds einer SoundFinder-Kategorie entsprechen
- Drum Sounds

Ensoniq / GM Drum Map initialisieren

KT-88 Plus

D/E y y y ***Module***

Sound (Editor), Sequence (Editor), Song (Editor)

Current Sound, Current Sequence, Current Song, Internal Sequences/Presets, Internal Songs, Internal Sounds, ROM Drum Sounds, Card A Sequences/Presets, Card A Songs, Card A Sounds, Card B Sequences/Presets, Card B Songs, Card B Sounds, ROM Sequences/Presets, ROM Songs, ROM Sounds

konvertiert Sequences und Songs zu Standard MIDI Files und umgekehrt.
Funktion zum Auswählen von
- Sounds, die Expansion Waves verwenden
- Sounds einer SoundFinder-Kategorie entsprechen
- Drum Sounds

Ensoniq / GM Drum Map initialisieren

MR-61

D/E y y y ***Module***

Performance (Editor), Sound (Editor), System (Editor), Drum Sound

EDIT PERF, RAM PERFORMANCES BANK 001, RAM SOUNDS BANK 001, ROM SOUNDS BANK 004, ROM SOUNDS BANK 005, ROM SOUNDS BANK 006, GM SOUNDS BANK 008, GM SOUNDS BANK 009, DRUM SOUNDS BANK 011, DRUM SOUNDS BANK 012, DRUM SOUNDS BANK 013, DRUM SOUNDS BANK 014, DRUM SOUNDS BANK 015, DRUM SOUNDS BANK 016, DRUM SOUNDS BANK 017, DRUM SOUNDS BANK 018, EXP SOUNDS BANK 019, EXP SOUNDS BANK 020, EXP SOUNDS BANK 021, EXP SOUNDS BANK 023, EXP SOUNDS BANK 024, EXP SOUNDS BANK 025, EXP SOUNDS BANK 026, EXP SOUNDS BANK 027, EXP SOUNDS BANK 028, EXP SOUNDS BANK 029, EXP SOUNDS BANK 030, EXP

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

MR-76

D/E y y y ***Module***

Performance (Editor), Sound (Editor), System (Editor), Drum Sound

EDIT PERF, RAM PERFORMANCES BANK 001, RAM SOUNDS BANK 001, ROM SOUNDS BANK 004, ROM SOUNDS BANK 005, ROM SOUNDS BANK 006, GM SOUNDS BANK 008, GM SOUNDS BANK 009, DRUM SOUNDS BANK 011, DRUM SOUNDS BANK 012, DRUM SOUNDS BANK 013, DRUM SOUNDS BANK 014, DRUM SOUNDS BANK 015, DRUM SOUNDS BANK 016, DRUM SOUNDS BANK 017, DRUM SOUNDS BANK 018, EXP SOUNDS BANK 019, EXP SOUNDS BANK 020, EXP SOUNDS BANK 021, EXP SOUNDS BANK 023, EXP SOUNDS BANK 024, EXP SOUNDS BANK 025, EXP SOUNDS BANK 026, EXP SOUNDS BANK 027, EXP SOUNDS BANK 028, EXP SOUNDS BANK 029, EXP SOUNDS BANK 030, EXP

MR-Rack

D/E y y y ***Module***

Performance (Editor), Sound (Editor), System (Editor), Drum Sound

EDIT PERF, RAM PERFORMANCES BANK 001, RAM SOUNDS BANK 001, ROM SOUNDS BANK 004, ROM SOUNDS BANK 005, ROM SOUNDS BANK 006, GM SOUNDS BANK 008, GM SOUNDS BANK 009, DRUM SOUNDS BANK 011, DRUM SOUNDS BANK 012, DRUM SOUNDS BANK 013, DRUM SOUNDS BANK 014, DRUM SOUNDS BANK 015, DRUM SOUNDS BANK 016, DRUM SOUNDS BANK 017, DRUM SOUNDS BANK 018, EXP SOUNDS BANK 019, EXP SOUNDS BANK 020, EXP SOUNDS BANK 021, EXP SOUNDS BANK 023, EXP SOUNDS BANK 024, EXP SOUNDS BANK 025, EXP SOUNDS BANK 026, EXP SOUNDS BANK 027, EXP SOUNDS BANK 028, EXP SOUNDS BANK 029, EXP SOUNDS BANK 030, EXP

SD-1

D/E y y y ***Module***

Preset (Editor), Program (Editor), Track Parameters

Edit Preset, Internal Presets, Cartridge Presets, ROM0 Presets, ROM1 Presets, Edit Program, Internal Programs, Cartridge Programs, ROM0 Programs, ROM1 Programs, Multi/Track Parameters

neues Design veranschaulicht Signalfluß; aufwendige Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Programs und Presets möglich; unterstützt Tuning Tables und SD-1 Drump Maps

SQ-1 (+/32)

D/E y n y ***Adapt***

Sound (Editor with 1132 Objects), Preset

Edit Sound (Editable), Internal Sounds (Memory, AutoLink), Drum Sounds (ROM, AutoLink), CARD-A Sounds (Memory, Card, AutoLink), CARD-B Sounds (Memory, Card, AutoLink), ROM Sounds (ROM, Card, AutoLink)

Auswahl von Sounds in Logic ist nur mit Logic-Version 2.5.1 oder höher möglich, da “Bank Select” mit einem vorangestellten Proram Change 124..127 gemacht wird

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

SQ-2 (32)

D/E y n y ***Adapt***

Sound (Editor with 1132 Objects), Preset

Edit Sound (Editable), Internal Sounds (Memory, AutoLink), Drum Sounds (ROM, AutoLink), CARD-A Sounds (Memory, Card, AutoLink), CARD-B Sounds (Memory, Card, AutoLink), ROM Sounds (ROM, Card, AutoLink)

Auswahl von Sounds in Logic ist nur mit Logic-Version 2.5.1 oder höher möglich, da “Bank Select” mit einem vorangestellten Proram Change 124..127 gemacht wird

SQ-80

D/E y y y ***Adapt***

Program (Editor with 294 Objects)

Edit Prg (Editable), Internal Programs (Memory, AutoLink, No Single Dump)

Control Changes (NRPN) werden im Editor nicht verwendet, da der SQ-80 sonst abstürzt

SQ-R (+/32)

D/E y n y ***Adapt***

Sound (Editor with 1132 Objects), Preset

Edit Sound (Editable), Internal Sounds (Memory, AutoLink), Drum Sounds (ROM, AutoLink), CARD-A Sounds (Memory, Card, AutoLink), CARD-B Sounds (Memory, Card, AutoLink), ROM Sounds (ROM, Card, AutoLink)

Auswahl von Sounds in Logic ist nur mit Logic-Version 2.5.1 oder höher möglich, da “Bank Select” mit einem vorangestellten Proram Change 124..127 gemacht wird

TS-10

y y y ***Module***

Preset (Editor), Program (Editor), Track Parameters, Sequences

Edit Preset, User 0 Presets, User 1 Presets, ROM 2 Presets, ROM 3 Presets, ROM 4 Presets, Edit Program, User 0 Programs, User 1 Programs, ROM 2 Programs, ROM 3 Programs, ROM 4 Programs, Multi/Track, Sequences

Darstellung des Signalflusses; Effekteditoren mit Signalflußanzeige; Kopieren von Effekten zwischen Programs und Presets möglich; unterstützt Tuning Tables, Drump Maps und Wave Tables

TS-12

y y y ***Module***

Preset (Editor), Program (Editor), Track Parameters, Sequences

Edit Preset, User 0 Presets, User 1 Presets, ROM 2 Presets, ROM 3 Presets, ROM 4 Presets, Edit Program, User 0 Programs, User 1 Programs, ROM 2 Programs, ROM 3 Programs, ROM 4 Programs, Multi/Track, Sequences

Darstellung des Signalflusses; Effekteditoren mit Signalflußanzeige; Kopieren von Effekten zwischen Programs und Presets möglich; unterstützt Tuning Tables, Drump Maps und Wave Tables

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

VFX

D/E y y y ***Module***

Preset (Editor), Program (Editor), Track Parameters

Edit Preset, Internal Presets, Cartridge Presets, ROM0 Presets, ROM1 Presets, Edit Program, Internal Programs, Cartridge Programs, ROM0 Programs, ROM1 Programs, Multi/Track Parameters

neues Design veranschaulicht Signalfluß; aufwendige Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Programs und Presets möglich; unterstützt Tuning Tables und SD-1 Drump Maps

Erforderliche Version: 2.10

VFX-SD

D/E y y y ***Module***

Preset (Editor), Program (Editor), Track Parameters

Edit Preset, Internal Presets, Cartridge Presets, ROM0 Presets, ROM1 Presets, Edit Program, Internal Programs, Cartridge Programs, ROM0 Programs, ROM1 Programs, Multi/Track Parameters

neues Design veranschaulicht Signalfluß; aufwendige Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Programs und Presets möglich; unterstützt Tuning Tables und SD-1 Drump Maps

Erforderliche Version: 1.41

VFX-SD II

D/E y y y ***Module***

Preset (Editor), Program (Editor), Track Parameters

Edit Preset, Internal Presets, Cartridge Presets, ROM0 Presets, ROM1 Presets, Edit Program, Internal Programs, Cartridge Programs, ROM0 Programs, ROM1 Programs, Multi/Track Parameters

neues Design veranschaulicht Signalfluß; aufwendige Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Programs und Presets möglich; unterstützt Tuning Tables und SD-1 Drump Maps

ZR-61

D/E y y y ***Module***

Performance (Editor), Sound (Editor), System (Editor), Drum Sound

EDIT PERF, RAM PERFORMANCES BANK 001, RAM SOUNDS BANK 001, ROM SOUNDS BANK 004, ROM SOUNDS BANK 005, ROM SOUNDS BANK 006, GM SOUNDS BANK 008, GM SOUNDS BANK 009, DRUM SOUNDS BANK 011, DRUM SOUNDS BANK 012, DRUM SOUNDS BANK 013, DRUM SOUNDS BANK 014, DRUM SOUNDS BANK 015, DRUM SOUNDS BANK 016, DRUM SOUNDS BANK 017, DRUM SOUNDS BANK 018, EXP SOUNDS BANK 019, EXP SOUNDS BANK 020, EXP SOUNDS BANK 021, EXP SOUNDS BANK 023, EXP SOUNDS BANK 024, EXP SOUNDS BANK 025, EXP SOUNDS BANK 026, EXP SOUNDS BANK 027, EXP SOUNDS BANK 028, EXP SOUNDS BANK 029, EXP SOUNDS BANK 030, EXP

ZR-76

D/E y y y ***Module***

Performance (Editor), Sound (Editor), System (Editor), Drum Sound

EDIT PERF, RAM PERFORMANCES BANK 001, RAM SOUNDS BANK 001, ROM SOUNDS BANK 004, ROM SOUNDS BANK 005, ROM SOUNDS BANK 006, GM SOUNDS BANK 008, GM SOUNDS BANK 009, DRUM SOUNDS BANK 011, DRUM SOUNDS BANK 012, DRUM SOUNDS BANK 013, DRUM SOUNDS BANK 014, DRUM SOUNDS BANK 015, DRUM SOUNDS BANK 016, DRUM SOUNDS BANK 017, DRUM SOUNDS BANK 018, EXP SOUNDS BANK 019, EXP SOUNDS BANK 020, EXP SOUNDS BANK 021, EXP SOUNDS BANK 023, EXP SOUNDS BANK 024, EXP SOUNDS BANK 025, EXP SOUNDS BANK 026, EXP SOUNDS BANK 027, EXP SOUNDS BANK 028, EXP SOUNDS BANK 029, EXP SOUNDS BANK 030, EXP

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe Scan Abh. Namen Typ

Evolution Systems

http://www.evolution-uk.com/

EVS-1

y n y ***Adapt***

Sound (No Editor), Group (No Editor), Program Table (No Editor), Utility (No Editor), Remote (No Editor)

User Sounds (Memory, AutoLink), ROM Sounds (Memory, ROM, AutoLink), Edit Group (Editable), User Groups (Memory), Program Table (Editable, Memory), Utility (Editable, Memory), Remote (Editable, Memory)

Friend-Chip

http://www.friend-chip.de/

digi-ma˚x 16

y n/a y ***Module***

Patch (E), Device Names (E)

Edit Patch, Patches, Device Names

Einfaches Überprüfen der Zuordnungen durch Klick auf Source oder Destination oder Bewegen des Mauszeigers innerhalb der Zuordnungs-Matrix

Daten können nicht angefordert werden

digi-ma˚x 32

y n/a y ***Module***

Patch (E), Device Names (E)

Edit Patch, Patches, Device Names

Einfaches Überprüfen der Zuordnungen durch Klick auf Source oder Destination oder Bewegen des Mauszeigers innerhalb der Zuordnungs-Matrix

Daten können nicht angefordert werden

Hammond

http://www.suzuki-music.co.jp/

XB-2

D/E y n/a n ***Adapt***

Block (Editor with 123 Objects)

Blocks 1-66 (Editable, Memory, No Single Dump)

XB-2 Presets

D/E n n/a n ***Adapt***

ASCIIHexBlock (Editor with 66 Objects)

Preset Blocks 1+2 (Editable, Memory)

J.L.Cooper

http://www.jlcooper.com

Fadermaster

n n n ***Adapt***

U Bank (Editor with 171 Objects), P Bank (Editor with 96 Objects), Sysex-Header (Editor with 33 Objects)

USER BANK 1 (Editable), USER BANK 2 (Editable), USER BANK 3 (Editable), USER BANK 4 (Editable), USER BANK 5 (Editable), USER BANK 6 (Editable), USER BANK 7 (Editable), USER BANK 8 (Editable), USER BANK 9 (Editable), P-BANK (Editable), SYSEX-HEADER (Editable)

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Unterstützte Modelle 517 **Editoren** 774

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

MSB 16/20

D/E	y	n/a	n/a	***PBay***

Program (E)
Programs

MSB Plus

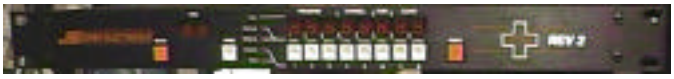
D/E	y	n/a	n/a	***PBay***

Program (E)
Programs

funktioniert z.Zt. nicht - wir warten auf ein Testgerät

MSB Plus Rev 2

D/E	y	n/a	n/a	***PBay***



Program (E)
Programs

funktioniert z.Zt. nicht - wir warten auf ein Testgerät

Synapse

D/E	y	n/a	n/a	***PBay***

Program (E)
Programs

Kawai

KAWAI

http://www.kawaius.com/

K1

D/E	y	y	n	***Adapt***

Single (Editor with 293 Objects, Default Values), Int-Multi (Editor with 120 Objects, Default Values), Ext-Multi (Editor with 120 Objects, Default Values)
Edit I-Multi (= Int D-8) (Editable), Int-Multis (Memory), Edit Single (= i/2 d-8) (Editable), Int-Singles I/1 (Memory), Int-Singles i/2 (Memory), Edit E-Multi (= Ext D-8) (Editable, Card), Ext-Multis (Memory, Card), Ext-Singles E/1 (Memory, Card), Ext-Singles e/2 (Memory, Card)

Conversion from Type: Int-Multi to Ext-Multi

Erfordert ROM-Version 1.3 oder höher. Kontaktieren Sie Kawai für ein Update.

K1m

D/E	y	y	n	***Adapt***

Single (Editor with 293 Objects, Default Values), Int-Multi (Editor with 120 Objects, Default Values), Ext-Multi (Editor with 120 Objects, Default Values)
Edit I-Multi (= Int D-8) (Editable), Int-Multis (Memory), Edit Single (= i/2 d-8) (Editable), Int-Singles I/1 (Memory), Int-Singles i/2 (Memory), Edit E-Multi (= Ext D-8) (Editable, Card), Ext-Multis (Memory, Card), Ext-Singles E/1 (Memory, Card), Ext-Singles e/2 (Memory, Card)

Conversion from Type: Int-Multi to Ext-Multi

Erfordert ROM-Version 1.3 oder höher. Kontaktieren Sie Kawai für ein Update.

K1r

D/E	y	y	n	***Adapt***

Single (Editor with 293 Objects, Default Values), Int-Multi (Editor with 120 Objects, Default Values), Ext-Multi (Editor with 120 Objects, Default Values)
Edit I-Multi (= Int D-8) (Editable), Int-Multis (Memory), Edit Single (= i/2 d-8) (Editable), Int-Singles I/1 (Memory), Int-Singles i/2 (Memory), Edit E-Multi (= Ext D-8) (Editable, Card), Ext-Multis (Memory, Card), Ext-Singles E/1 (Memory, Card), Ext-Singles e/2 (Memory, Card)

Conversion from Type: Int-Multi to Ext-Multi

Erfordert ROM-Version 1.3 oder höher. Kontaktieren Sie Kawai für ein Update.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

K4

D/E y y y ***Adapt***

Multi (Editor with 204 Objects), Single (Editor with 314 Objects), Effect (No Editor), Drums (No Editor)

Edit Single (Editable, No Request), INT Singles (Memory, AutoLink), Ext Singles (Memory, Card, AutoLink), Edit Multi (Editable, No Request), INT Multi (Memory), Ext Multis (Memory, Card), Edit Effect (Editable, No Request), INT Effects (Memory), Ext Effects (Memory, Card), Edit Drums (Editable, No Request), INT Drums (Memory), Ext Drums (Memory, Card)

K4r

D/E y y y ***Adapt***

Multi (Editor with 204 Objects), Single (Editor with 314 Objects), Effect (No Editor), Drums (No Editor)

Edit Single (Editable, No Request), INT Singles (Memory, AutoLink), Ext Singles (Memory, Card, AutoLink), Edit Multi (Editable, No Request), INT Multi (Memory), Ext Multis (Memory, Card), Edit Effect (Editable, No Request), INT Effects (Memory), Ext Effects (Memory, Card), Edit Drums (Editable, No Request), INT Drums (Memory), Ext Drums (Memory, Card)

K5

D/E y n n ***Adapt***

Message (No Editor), SINGLE (No Editor), MULTI (No Editor)

Int Singles (Editable, Memory), Ext Singles (Editable, Memory, Card), Int Multis (Editable, Memory), Ext Multis (Editable, Memory, Card), ? (ROM, No Request)

K5000R

D/E y y y ***Module***

Combi/Multi (E), ADD Single (E), PCM Single (E), Drum Kit (E), Drum Instrument (E)

Combis/Multis, ADD Singles Bank A, PCM Singles, Drum Kits, Drum Instruments, ADD Singles Bank D, ADD Singles Bank E, ADD Singles Bank F

Farbige 3D-Ansicht der additiven Obertöne, verschiedene Editiermodi für Obertöne und Formantfilter, Import von Sample-Dateien (FFT).

keine Edit-Buffer - Surf! von einer Library überschreibt immer einen Speicherplatz

K5000S

D/E y y y ***Module***

Combi/Multi (E), ADD Single (E), PCM Single (E), Drum Kit (E), Drum Instrument (E)

Combis/Multis, ADD Singles Bank A, PCM Singles, Drum Kits, Drum Instruments, ADD Singles Bank D, ADD Singles Bank E, ADD Singles Bank F

Farbige 3D-Ansicht der additiven Obertöne, verschiedene Editiermodi für Obertöne und Formantfilter, Import von Sample-Dateien (FFT).

keine Edit-Buffer - Surf! von einer Library überschreibt immer einen Speicherplatz

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

K5000W

	D/E	y	y	y	***Module***

Combi/Multi (E), ADD Single (E), PCM Single (E), Drum Kit (E), Drum Instrument (E)

Combis/Multis, ADD Singles Bank A, PCM Singles, Drum Kits, Drum Instruments, ADD Singles Bank D, ADD Singles Bank E, ADD Singles Bank F

Farbige 3D-Ansicht der additiven Obertöne, verschiedene Editiermodi für Obertöne und Formantfilter, Import von Sample-Dateien (FFT).

keine Edit-Buffer - Surf! von einer Library überschreibt immer einen Speicherplatz

K5m

	D/E	y	n	n	***Adapt***

Message (No Editor), SINGLE (No Editor), MULTI (No Editor)

Int Singles (Editable, Memory), Ext Singles (Editable, Memory, Card), Int Multis (Editable, Memory), Ext Multis (Editable, Memory, Card), ? (ROM, No Request)

RV-4

	n/a	n	n	***Adapt***

all Data, Map Data, all Program Data, Program Data

all Data (Editable, No Request), Maps (No Request), all Programs (Editable, No Request), Program Data (Editable, Memory, No Request)

XD-5

	D/E	y	y	y	***Adapt***

SINGLE (Editor with 237 Objects), KIT (Editor with 555 Objects), OUTPUT (No Editor)

Edit Single (I-D16) (Editable), Int Singles (Memory, AutoLink), Ext Singles (Memory, Card), Edit Kit (I-16) (Editable), Int Kits (Memory, AutoLink), Ext Kits (Memory, Card, AutoLink), Int Output Patches (Editable, Memory), Ext Outputs (Editable, Memory, Card)

Kenton

http://www.kenton.co.uk/

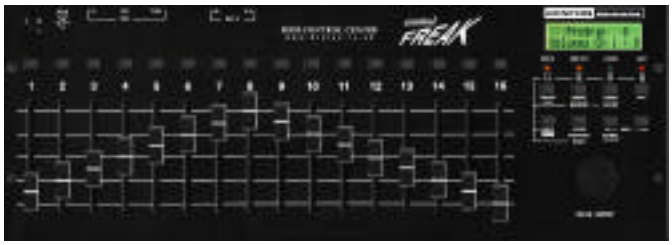
Control Freak

	D/E	n/a	n/a	n/a	***Adapt***

Program (No Editor)

Programs (Editable, Memory)

Control Freak Studio Edition

	D/E	y	n/a	n/a	***Adapt***

Program (No Editor)

Programs (Editable, Memory)

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Korg

http://www.korg.com

01/W

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

01/W pro

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

01/W pro X

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

01R/W

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

03R/W

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

05R/W

D/E y y y ***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

DSM-1

n n n ***Adapt***

Program (Editor with 115 Objects), Multisound Parameter (Editor with 180 Objects), Combination (Editor with 119 Objects)

Programs (Editable, Memory), Combinations (Editable, Memory), Multisounds (Editable, Memory)

DVP-1

D/E y n/a n ***Adapt***

Program (Editor with 97 Objects)

Edit Program (Editable), Programs

DW-6000

y n/a n ***Adapt***

Patch (Editor with 91 Objects)

Edit Patch (Editable), Internal Patches (Memory)

DW-8000

D/E y n/a n/a ***Adapt***

Patch (Editor with 113 Objects)

Edit Patch (Editable), Internal Patches (Memory)

EA-1

y n/a n/a ***Adapt***

Pattern (No Editor), All Song (No Editor)

Curr. Patt. (Edit Buffer), All Pattern (No Single Dump), All Song

ER-1

y n/a n/a ***Adapt***

Pattern (No Editor), All Song (No Editor)

Curr. Patt. (Edit Buffer), All Pattern (No Single Dump), All Song

ES-1

y n/a n/a ***Adapt***

Pattern (No Editor), All Song (No Editor)

Curr. Patt. (Edit Buffer), All Pattern (No Single Dump), All Song

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Unterstützte Modelle 517 **Editoren** 774

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

EX-8000

D/E	y	n/a	n/a	***Adapt***

Patch (Editor with 113 Objects)
Edit Patch (Editable), Internal Patches (Memory)

i40M

D/-	y	y	y	***Module***

Global data (Editor), Arrangement (Editor), Program (Editor)
Global, Edit Program, User Arrangements, Preset Arrangements A, Preset Arrangements B, Preset Arrangements C, User Programs F, Preset Programs A, Preset Programs B, Preset Programs C, Preset Programs D, Preset Programs E, User Drumprograms, Pr. Drumprograms

iS35

D/-	y	y	y	***Module***

Global data (Editor), Arrangement (Editor), Program (Editor)
Global, Edit Program, User Arrangements, Preset Arrangements A, Preset Arrangements B, Preset Arrangements C, User Programs F, Preset Programs A, Preset Programs B, Preset Programs C, Preset Programs D, Preset Programs E, User Drumprograms, Pr. Drumprograms

iS40

D/-	y	y	y	***Module***

Global data (Editor), Arrangement (Editor), Program (Editor)
Global, Edit Program, User Arrangements, Preset Arrangements A, Preset Arrangements B, Preset Arrangements C, User Programs F, Preset Programs A, Preset Programs B, Preset Programs C, Preset Programs D, Preset Programs E, User Drumprograms, Pr. Drumprograms

iS50

D/-	y	y	y	***Module***

Global data (Editor), Arrangement (Editor), Program (Editor)
Global, Edit Program, User Arrangements, Preset Arrangements A, Preset Arrangements B, Preset Arrangements C, User Programs F, Preset Programs A, Preset Programs B, Preset Programs C, Preset Programs D, Preset Programs E, User Drumprograms, Pr. Drumprograms

M1

D/E	y	y	y	***Module***

Global Data (Editor), Sequencer (Editor), Combination (Editor), Program (Editor)
Global Data, Int. Sequencer, Card Sequencer, Edit Combination, Internal Combinations, Card Combinations, Edit Program, Internal Programs, Card Programs

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung zwischen normaler und EX-Version; Konvertierung von T1/2/3 Programs und Combinations; unterstützt 100/100 und 50/50 Speicherkonfigurationen; unterstützt Invision PLUS+1

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

M1EX

D/E y y y ***Module***

Global Data (Editor), Sequencer (Editor), Combination (Editor), Program (Editor)

Global Data, Int. Sequencer, Card Sequencer, Edit Combination, Internal Combinations, Card Combinations, Edit Program, Internal Programs, Card Programs

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung zwischen normaler und EX-Version; Konvertierung von T1/2/3 Programs und Combinations; unterstützt 100/100 und 50/50 Speicherkonfigurationen; unterstützt Invision PLUS+1

M1R

D/E y y y ***Module***

Global Data (Editor), Sequencer (Editor), Combination (Editor), Program (Editor)

Global Data, Int. Sequencer, Card Sequencer, Edit Combination, Internal Combinations, Card Combinations, Edit Program, Internal Programs, Card Programs

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung zwischen normaler und EX-Version; Konvertierung von T1/2/3 Programs und Combinations; unterstützt 100/100 und 50/50 Speicherkonfigurationen; unterstützt Invision PLUS+1

M1REX

D/E y y y ***Module***

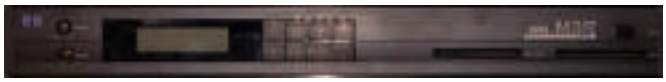
Global Data (Editor), Sequencer (Editor), Combination (Editor), Program (Editor)

Global Data, Int. Sequencer, Card Sequencer, Edit Combination, Internal Combinations, Card Combinations, Edit Program, Internal Programs, Card Programs

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung zwischen normaler und EX-Version; Konvertierung von T1/2/3 Programs und Combinations; unterstützt 100/100 und 50/50 Speicherkonfigurationen; unterstützt Invision PLUS+1

M3R

D/E y y y ***Module***



Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Int. Global, Card Globa, Int. Drums, Card Drums, Edit Combination, Internal Combinations, Card Combinations, Edit Program, Internal Programs, Card Programs

Import von C-LAB Explorer M1 M3R-Mode-Dateien

MS2000

y n/a y ***Module***

Global (E), Program (E)

Global, Current Program, Program Bank

MS2000R

y n/a y ***Module***

Global (E), Program (E)

Global, Current Program, Program Bank

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Unterstützte Modelle 517 **Editoren** 774

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

N1

Hilfe	Scan	Abh.	Namen	Typ
		y	y	y ***Module***

Global (Editor), Program (Editor), Combi (Editor), Effect (Editor), Drumkit (Editor), Performance (No Editor), Multi (No Editor), Part Common (Editor), Part (Editor)

Global, Curent Program, Current Combi, Current Effect, Current Drumkit, Current Perf., Current Multi, Part Common, User Programs, User Combis, User Effects (Bank H), User Drumkits, Performances, Multis, Parts

N1R

Hilfe	Scan	Abh.	Namen	Typ
		y	y	y ***Module***

Global (Editor), Program (Editor), Combi (Editor), Effect (Editor), Drumkit (Editor), Performance (No Editor), Multi (No Editor), Part Common (Editor), Part (Editor)

Global, Curent Program, Current Combi, Current Effect, Current Drumkit, Current Perf., Current Multi, Part Common, User Programs, User Combis, User Effects (Bank H), User Drumkits, Performances, Multis, Parts

N5

Hilfe	Scan	Abh.	Namen	Typ
		y	y	y ***Module***

Global (Editor), Program (Editor), Combi (Editor), Effect (Editor), Drumkit (Editor), Performance (No Editor), Multi (No Editor), Part Common (Editor), Part (Editor)

Global, Curent Program, Current Combi, Current Effect, Current Drumkit, Current Perf., Current Multi, Part Common, User Programs, User Combis, User Effects (Bank H), User Drumkits, Performances, Multis, Parts

N5EX

Hilfe	Scan	Abh.	Namen	Typ
		y	y	y ***Module***

Global (Editor), Program (Editor), Combi (Editor), Effect (Editor), Drumkit (Editor), Performance (No Editor), Multi (No Editor), Part Common (Editor), Part (Editor)

Global, Curent Program, Current Combi, Current Effect, Current Drumkit, Current Perf., Current Multi, Part Common, User Programs, User Combis, User Effects (Bank H), User Drumkits, Performances, Multis, Parts

NS5R

Hilfe	Scan	Abh.	Namen	Typ
		y	y	y ***Module***

Global (Editor), Program (Editor), Combi (Editor), Effect (Editor), Drumkit (Editor), Performance (No Editor), Multi (No Editor), Part Common (Editor), Part (Editor)

Global, Curent Program, Current Combi, Current Effect, Current Drumkit, Current Perf., Current Multi, Part Common, User Programs, User Combis, User Effects (Bank H), User Drumkits, Performances, Multis, Parts

NX5R

Hilfe	Scan	Abh.	Namen	Typ
		y	y	y ***Module***

Global (Editor), Program (Editor), Combi (Editor), Effect (Editor), Drumkit (Editor), Performance (No Editor), Multi (No Editor), Part Common (Editor), Part (Editor)

Global, Curent Program, Current Combi, Current Effect, Current Drumkit, Current Perf., Current Multi, Part Common, User Programs, User Combis, User Effects (Bank H), User Drumkits, Performances, Multis, Parts

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Prophecy

Hilfe	Scan	Abh.	Namen	Typ
D/-	y	n/a	y	***Module***

Global Data (Editor), Program (Editor), Arpeggio Pattern (Editor)

Global Data, Edit Program, Program Bank A, Program Bank B, Arpeggio Patterns

SDD-3300

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	n	***Adapt***

Program

Edit Program (Editable), Internal Programs (Memory)

T1

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Combi (Editor), Program (Editor)

Global Data, Edit Combi, Combinations, Edit Program, Program Bank A, Program Bank B

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung von M1Programs und Combinations

T2

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Combi (Editor), Program (Editor)

Global Data, Edit Combi, Combinations, Edit Program, Program Bank A, Program Bank B

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung von M1Programs und Combinations

T3

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Global Data (Editor), Combi (Editor), Program (Editor)

Global Data, Edit Combi, Combinations, Edit Program, Program Bank A, Program Bank B

Import von C-LAB Explorer M1 Library und M1/M3R Mode Dateien, Steinberg Synthworks M1 *.SND and *.LIB Dateien; Konvertierung von M1Programs und Combinations

TR-Rack

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren unterstützt Prophecy- und Z1-MOSS-Boards

Trinity

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren unterstützt Prophecy- und Z1-MOSS-Boards

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Trinity Plus

D/E y y y ***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren
unterstützt Prophecy- und Z1-MOSS-Boards

Trinity pro

D/E y y y ***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren
unterstützt Prophecy- und Z1-MOSS-Boards

Trinity pro V3

D/E y y y ***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren
unterstützt Prophecy- und Z1-MOSS-Boards

Trinity pro-X

D/E y y y ***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren
unterstützt Prophecy- und Z1-MOSS-Boards

Trinity pro-X V3

D/E y y y ***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren
unterstützt Prophecy- und Z1-MOSS-Boards

Trinity V3

D/E y y y ***Module***

Combination, Program, MOSS Program, Drumkit, Global Data, Multi, MOSS (Z1) Program

Global Data, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, Edit MOSS, MOSS Bank, MOSS Bank (Flash-ROM), Drumkit, Drumkit (Flash-ROM), Multi Data, Edit MOSS (Z1), MOSS Bank (Z1), MOSS Bank (Z1) (Flash-ROM)

kann Programs vom Prophecy-Modul konvertieren
unterstützt Prophecy- und Z1-MOSS-Boards

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Triton

	y	y	y	***Module***

Global Data (E), Combination (E), Program (E), MOSS Program (E), Drumkit (E), Arpeggiator(E)

Edit Combination, Combinations A, Combinations B, Combinations C, Combinations D, Edit Program, Programs A, Programs B, Programs C, Programs D, Programs E, Edit MOSS Program, Programs MOSS F, Drumkits, Global, Arpeggiator

unterstützt MOSS-Board und PCM-Boards PCM 01, PCM 02, PCM 03 und PCM 04

lange Dumps beim Editieren von Drumkits und Arpeggiator erforderlich

Triton pro

	y	y	y	***Module***

Global Data (E), Combination (E), Program (E), MOSS Program (E), Drumkit (E), Arpeggiator(E)

Edit Combination, Combinations A, Combinations B, Combinations C, Combinations D, Edit Program, Programs A, Programs B, Programs C, Programs D, Programs E, Edit MOSS Program, Programs MOSS F, Drumkits, Global, Arpeggiator

unterstützt MOSS-Board und PCM-Boards PCM 01, PCM 02, PCM 03 und PCM 04

lange Dumps beim Editieren von Drumkits und Arpeggiator erforderlich

Triton pro-X

	y	y	y	***Module***

Global Data (E), Combination (E), Program (E), MOSS Program (E), Drumkit (E), Arpeggiator(E)

Edit Combination, Combinations A, Combinations B, Combinations C, Combinations D, Edit Program, Programs A, Programs B, Programs C, Programs D, Programs E, Edit MOSS Program, Programs MOSS F, Drumkits, Global, Arpeggiator

unterstützt MOSS-Board und PCM-Boards PCM 01, PCM 02, PCM 03 und PCM 04

lange Dumps beim Editieren von Drumkits und Arpeggiator erforderlich

Wavestation

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Wave Sequence (Editor), Multimode Setup (Editor), User Scale (Editor), System Setup (Editor), Performance Map (Editor)

Edit Performance, Performance RAM-1/2/3, Performance ROM, Performance ROM-4/5/6/7/8/9/10/11, Performance CARD, Edit Patch, Patch RAM-1/2/3, Patch ROM, Patch ROM-4/5/6/7/8/9/10/11, Patch CARD, Wave Sequence RAM-1/2/3, Wave Sequence ROM, Wave Sequence ROM-4/5/6/7/8/9/10/11, Wave Sequence CARD, Multisets, User Scales, Performance Map, System Setup

Wave Sequences, Multimode Setups und User Scales können einzeln gehandhabt werden; automatische Überwachung des Wave Sequence-Speichers; Wave Sequence Editor mit Clipboard-Funktionen und grafischer Anzeige der Crossfades; Overview im Patch-Editor; Auto Solo simuliert virtuelle Play-Modi; Konvertierung zwischen allen WS-Modellen

V3.0 empfohlen. Versionen 2.28 oder älter stürzen oft ab;
Neueste Version: 3.19
Versionsanzeige: beim Einschalten bei der Anzeige von blinkendem „Wavestation“ gleichzeitig Cursor Down und Taste 4 auf dem Nummernfeld gleichzeitig drücken und gedrückt halten.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Wavestation A/D

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Wave Sequence (Editor), Multimode Setup (Editor), User Scale (Editor), System Setup (Editor), Performance Map (Editor)

Edit Performance, Performance RAM-1/2/3, Performance ROM, Performance ROM-4/5/6/7/8/9/10/11, Performance CARD, Edit Patch, Patch RAM-1/2/3, Patch ROM, Patch ROM-4/5/6/7/8/9/10/11, Patch CARD, Wave Sequence RAM-1/2/3, Wave Sequence ROM, Wave Sequence ROM-4/5/6/7/8/9/10/11, Wave Sequence CARD, Multisets, User Scales, Performance Map, System Setup

Wave Sequences, Multimode Setups und User Scales können einzeln gehandhabt werden; automatische Überwachung des Wave Sequence-Speichers; Wave Sequence Editor mit Clipboard-Funktionen und grafischer Anzeige der Crossfades; Overview im Patch-Editor; Auto Solo simuliert virtuelle Play-Modi; Konvertierung zwischen allen WS-Modellen

V1.25 empfohlen;
Neueste Version: WS A/D: 1.25

Wavestation EX

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Wave Sequence (Editor), Multimode Setup (Editor), User Scale (Editor), System Setup (Editor), Performance Map (Editor)

Edit Performance, Performance RAM-1/2/3, Performance ROM, Performance ROM-4/5/6/7/8/9/10/11, Performance CARD, Edit Patch, Patch RAM-1/2/3, Patch ROM, Patch ROM-4/5/6/7/8/9/10/11, Patch CARD, Wave Sequence RAM-1/2/3, Wave Sequence ROM, Wave Sequence ROM-4/5/6/7/8/9/10/11, Wave Sequence CARD, Multisets, User Scales, Performance Map, System Setup

Wave Sequences, Multimode Setups und User Scales können einzeln gehandhabt werden; automatische Überwachung des Wave Sequence-Speichers; Wave Sequence Editor mit Clipboard-Funktionen und grafischer Anzeige der Crossfades; Overview im Patch-Editor; Auto Solo simuliert virtuelle Play-Modi; Konvertierung zwischen allen WS-Modellen

V3.0 empfohlen. Versionen 2.28 oder älter stürzen oft ab;
Neueste Version: 3.19
Versionsanzeige: beim Einschalten bei der Anzeige von blinkendem „Wavestation“ gleichzeitig Cursor Down und Taste 4 auf dem Nummernfeld gleichzeitig drücken und gedrückt halten.

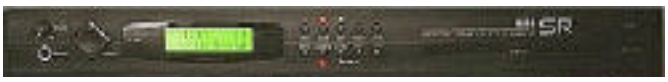
Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Wavestation SR

D/E	y	y	y	***Module***



Performance (Editor), Patch (Editor), Wave Sequence (Editor), Multimode Setup (Editor), User Scale (Editor), System Setup (Editor), Performance Map (Editor)

Edit Performance, Performance RAM-1/2/3, Performance ROM, Performance ROM-4/5/6/7/8/9/10/11, Performance CARD, Edit Patch, Patch RAM-1/2/3, Patch ROM, Patch ROM-4/5/6/7/8/9/10/11, Patch CARD, Wave Sequence RAM-1/2/3, Wave Sequence ROM, Wave Sequence ROM-4/5/6/7/8/9/10/11, Wave Sequence CARD, Multisets, User Scales, Performance Map, System Setup

Wave Sequences, Multimode Setups und User Scales können einzeln gehandhabt werden; automatische Überwachung des Wave Sequence-Speichers; Wave Sequence Editor mit Clipboard-Funktionen und grafischer Anzeige der Crossfades; Overview im Patch-Editor; Auto Solo simuliert virtuelle Play-Modi; Konvertierung zwischen allen WS-Modellen

v.115 empfohlen
Neueste Version: 1.15
Versionsanzeige: beim Einschalten Cursor Down, BANK, EDIT und +1/YES drücken.

X2

D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

X3

D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

X3R

D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

X5

D/E	y	y	y	***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

X5D

D/E y y y ***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

X5DR

D/E y y y ***Module***

Global Data (Editor), Drums (Editor), Combination (Editor), Program (Editor)

Globals, Drums A, Drums B, Drums C, Drums D, Edit Combi, Combination Bank A, Combination Bank B, Combination Bank C, Combination Bank D, Edit Program, Program Bank A, Program Bank B, Program Bank C, Program Bank D, GM Program Bank

unterstützt Cards; eingesteckte Cards werden automatisch erkannt

Z1

D/E ***Adapt***

Program (Editor with 829 Objects, Default Values), MultiSet (Editor with 300 Objects, Default Values), Global_Data (Editor with 491 Objects, Default Values), Midi_Data (Editor with 14 Objects, Default Values), Arpeggio Pattern (Editor with 589 Objects), Dummy 16 (No Editor), Dummy 15 (No Editor), Dummy 13 (No Editor), Dummy 3 (No Editor), Dummy 4 (No Editor)

Multi_Edit_Buffer (Editable), Multi_Bank A (Memory, AutoLink), Multi_Bank B (Memory, AutoLink), Arpeggio Pattern Bank (Memory), Program_Edit_Buffer (Editable), Program_Bank A (Memory, AutoLink), Program_Bank B (Memory, AutoLink), Global_Data (Editable, Memory), Midi_Data (Editable, Memory), Arpeggio_Pattern_Buffer (Editable)

Kurzweil

www.kurzweilmusicsystems.com

K2000

D/E y y y ***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Empfohlene Version: 3.18 oder höher
Das K2000-Modul unterstützt keine Samples.

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Unterstützte Modelle 517 **Editoren** 774

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

K2000R

D/E y y y ***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Empfohlene Version: 3.18 oder höher
Das K2000-Modul unterstützt keine Samples.

K2000RS

D/E y y y ***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Empfohlene Version: 3.18 oder höher
Das K2000-Modul unterstützt keine Samples.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

K2000S

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Empfohlene Version: 3.18 oder höher
Das K2000-Modul unterstützt keine Samples.

K2500

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Das K2000-Modul unterstützt keine Samples.
OS 2.80 nicht geeignet; OS 2.86 oder höher wird empfohlen.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

K2500R

D/E	y	y	y	***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Das K2000-Modul unterstützt keine Samples. OS 2.80 nicht geeignet; OS 2.86 oder höher wird empfohlen.

K2500RS

D/E	y	y	y	***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Das K2000-Modul unterstützt keine Samples. OS 2.80 nicht geeignet; OS 2.86 oder höher wird empfohlen.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

K2VX

D/E y y y ***Module***

Quick Access (Editor), Setup (Editor), Program (Editor), Keymap (Editor), Soundblock (no Editor), Effect (Editor), Velocity Map (Editor), Pressure Map (Editor), Intonation Table (Editor), Song, Master Parameters (Editor), Setup (Editor), Studio (Editor), FX Preset (Editor), FX Algorithm (Editor)

Edit Quick Access, Quick Access Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Setup, Setup Bank 1..999, Edit Program, Program Bank 1..999, Edit Keymap, Keymap Bank 1..999, Soundblock Bank 1..999, Edit Effect, Effect Bank 1..37/ 100..109/ 200..209/ 300..309/ 400..409/ 500..509/ 600..609/ 700..709/ 800..809/ 900..909, Edit Velocity Map, Velocity Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Pressure Map, Pressure Map Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/ 500..519/ 600..619/ 700..719/ 800..819/ 900..919, Edit Intonation Table, Intonation Table Bank 1..75/ 100..119/ 200..219/ 300..319/ 400..419/

unbenutzte Bänke können ausgeblendet werden; Import von .KRZ Dateien direkt von Diskette; komplette Editoren mit grafischer Anzeige der Algorithmen; Program Overview Editor; alle Datentypen außer Samples werden unterstützt. Unterstützt jetzt auch KB3 Programs, die KDFX-Option und KOS 4.0

Empfohlene Version: 3.18 oder höher
Das K2000-Modul unterstützt keine Samples.

MicroPiano

-/E n/a n/a n ***Adapt***

Current (Editor with 19 Objects, Default Values), Effects (Editor with 19 Objects)

Current (Editable, No Request), Effects (Editable, No Request)

Nur Fernsteuerung, da MicroPiano keinen MIDI Out hat

Midiboard

D/E n y n ***Adapt***

Bnk (Editor with 10 Objects), Setup (Editor with 50 Objects, Default Values), M-List (Editor with 72 Objects), Instr (Editor with 132 Objects, Default Values)

BBK (Editable, Memory, No Single Dump), SETUP1 (Editable, Memory), SETUPS 2-99 (Editable, Memory, No Single Dump), Hide 1 (Card, Remote Control), INST.1 (Editable, Memory), INSTRUMENTS 2-89 (Editable, Memory, No Single Dump), M-LST90 (Editable, Memory), M-LISTS (Editable, Memory, No Single Dump), Hide 2 (Card, Remote Control), A-INSTRUMENTS A1-A89 (Editable, Memory, No Single Dump), A-M-LISTS (Editable, Memory, No Single Dump)

Lexicon

http://www.Lexicon.com/

300

D/E y n/a n ***Adapt***

Setup (No Editor), Effect (No Editor)

Active Setup (Editable), Setup Registers (Memory), Active Effects (Editable), Effect Registers (Memory)

Die Adaption funktioniert nicht mit allen Versionen. Es gibt keine Dokumentation der Unterschiede in den einzelnen Versionen

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

300L

y	y	y	***Adapt***

Setup (Editor with 14 Objects), Effect (No Editor), Table (No Editor), dummy (No Editor)

Active Setup (Editable), Setup Presets (Memory, ROM, AutoLink), Setup Registers (Memory), Active Effects (Editable), Effect Presets (Memory, ROM), Effect Registers (Memory), Map Table (Editable, Memory)

Noch keine Editoren vorhanden.

LXP-1

D/E	y	n/a	y	***Adapt***

Program (Editor with 200 Objects, Default Values), Input Level (Editor with 2 Objects, Default Values), Store/Recall (Editor with 4 Objects)

Active Setup (Editable), User Data (Memory, AutoLink), Input Level (Editable, Remote Control), Store/Recall (Editable, Remote Control)

LXP-15

D/E	y	n/a	y	***Adapt***

Program, Active Setup

Active Setup (Editable), User Data (Memory)

Conversion from Type: Program to Active Setup

LXP-5

D/E	y	n/a	y	***Adapt***

Program, Active Setup (Editor with 255 Objects), Store/Recall (Editor with 4 Objects)

Active Setup (Editable), User Data (Memory), Store/Recall P (Editable, Remote Control)

Conversion from Type: Program to Active Setup

MPX 1

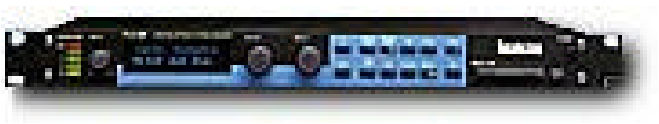
D/E	y	n/a	y	***Adapt***

Program (No Editor)

Current Program (Editable), Preset Programs 1-100 (Memory, ROM, Card, AutoLink), Preset Programs 101-200 (Memory, ROM, Card, AutoLink), User Programs (Memory, AutoLink)

PCM 70

y	n/a	y	***Adapt***



Program (Editor with 17 Objects)

Active Register (Editable), Registers (Memory)

Editor in Vorbereitung

PCM 80

-/E	y	y	y	***Adapt***

Program (Editor with 1990 Objects), Table (No Editor), Chain (No Editor), Setup (Editor with 71 Objects), Display (Editor with 78 Objects)

Edit Program (Edit Buffer), User Programs (Memory, AutoLink), Internal Presets 0 (Memory, ROM, Card, AutoLink), Internal Presets 1 (Memory, Card, AutoLink), Internal Presets 2 (Memory, ROM, Card, AutoLink), Internal Presets 3 (Memory, ROM, Card, AutoLink), Extension Presets 0 (Memory, ROM, Card, AutoLink), Extension Presets 1 (Memory, ROM, Card, AutoLink), Extension Presets 2 (Memory, ROM, Card, AutoLink), Extension Presets 3 (Memory, ROM, Card, AutoLink), Extension Presets 4 (Memory, ROM, Card, AutoLink), Card Programs 0 (Memory, Card, AutoLink), Card Programs 1 (Memory, Card, AutoLink), Card Programs 2 (Memory, Card, AutoLink), Card Programs 3 (Memory, Card, AutoLink), Card Programs 4

Version V1.10 erforderlich

PCM 90

y	y	n	***Adapt***

Program (No Editor), Table (No Editor), Chain (No Editor), Display (Editor with 78 Objects), Setup (No Editor)

Edit Program (Editable), Internal Presets 0 (Memory, ROM, Card), Internal Presets 1 (Memory, ROM, Card), Internal Presets 2 (Memory, ROM, Card), Internal Presets 3 (Memory, ROM, Card), Internal Presets 4 (Memory, ROM, Card), User Programs 0 (Memory), User Programs 1 (Memory), Extension Presets 0 (Memory, ROM, Card), Extension Presets 1 (Memory, ROM, Card), Extension Presets 2 (Memory, ROM, Card), Extension Presets 3 (Memory, ROM, Card), Extension Presets 4 (Memory, ROM, Card), Card Programs 0 (Memory, Card), Card Programs 1 (Memory, Card), Card Programs 2 (Memory, Card), Card Programs 3 (Memory, Card), Card Programs 4 (Memory, Card), Card Programs 5 (Memory, Card), Card Programs 6 (Memory, Card), Card Programs 7

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Line 6

http://www.line6.com/

Bass POD

-/E y n/a y ***Module***

Program (E), Global (E)

Program Edit Buffer (Editable), User Programs (Memory, AutoLink), Global (Editable)

Bass POD Pro

-/E y n/a y ***Module***

Program (E), Global (E)

Program Edit Buffer (Editable), User Programs (Memory, AutoLink), Global (Editable)

FlexTone II

D/- y n/a y ***Module***

Program (E), Global (E)

Program Edit Buffer (Editable), User Programs (Memory, AutoLink), Global Wah Pedal (Editable, Remote Control)

POD

D/- y n/a y ***Module***

Program (E), Global (E)

Program Edit Buffer (Editable), User Programs (Memory, AutoLink), Global Wah Pedal (Editable, Remote Control)

POD 2.0

D/- y n/a y ***Module***

Program (E), Global (E)

Program Edit Buffer (Editable), User Programs (Memory, AutoLink), Global Wah Pedal (Editable, Remote Control)

POD Pro

D/- y n/a y ***Module***

Program (E), Global (E)

Program Edit Buffer (Editable), User Programs (Memory, AutoLink), Global Wah Pedal (Editable, Remote Control)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe Scan Abh. Namen Typ

Marion Systems

ASM

D/E y n y ***Adapt***

Global Data (Editor with 85 Objects), Preset Data (Editor with 215 Objects, Default Values), Layer Data (Editor with 56 Objects), Tuning Table (Editor with 256 Objects), Patch Map (Editor with 264 Objects), Velocity Curve (Editor with 266 Objects)

RAM-Presets 0-99 (Memory, AutoLink), RAM-Presets 100-199 (Memory, AutoLink), ROM-Presets 200-299 (Memory, ROM, AutoLink), ROM-Presets 300-399 (Memory, ROM, AutoLink), Layer (Memory, AutoLink), Global Data (Editable), Edit Preset (Editable), Edit Layer (Editable), Tuning Tables (Editable), Patch Maps (Editable), Velocity Curve (Editable)

Konvertierung von Adaption: PROSYNTH auf Preset Data, PROSYNTH auf Layer Data

MSR-2

D/E y n/a n ***Adapt***

Global Data (Editor with 20 Objects), Superpatch (Editor with 601 Objects, Default Values)

Global Data (Editable), Superpatches (Memory), Edit Superpatch (Editable)

Prosynth

D/E y n y ***Adapt***

Global Data (Editor with 85 Objects), Preset Data (Editor with 220 Objects, Default Values), Layer Data (Editor with 56 Objects), Tuning Table (Editor with 256 Objects), Patch Map (Editor with 264 Objects), Velocity Curve (Editor with 266 Objects)

RAM-Presets 0-99 (Memory, AutoLink), RAM-Presets 100-199 (Memory, AutoLink), ROM-Presets 200-299 (Memory, ROM, AutoLink), ROM-Presets 300-399 (Memory, ROM, AutoLink), Layer (Memory, AutoLink), Global Data (Editable), Edit Preset (Editable), Edit Layer (Editable), Tuning Tables (Editable), Patch Maps (Editable), Velocity Curve (Editable)

Konvertierung von Adaptation: ASM auf Preset Data, ASM auf Layer Data

Marshall

http://www.marshallamps.com/

JMP-1

D/E n n/a n/a ***Adapt***

Block (Editor with 28 Objects)

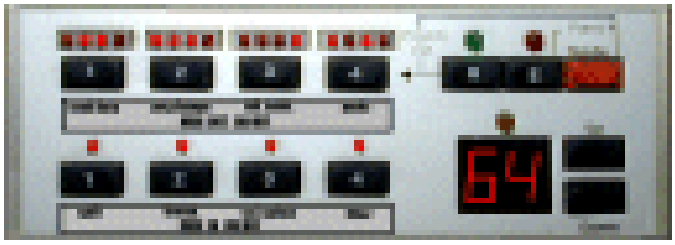
ALL (Memory, No Request, No Single Dump)

MIDITEMP

http://www.miditemp.de/

PMM-44

D/E y n/a y ***PBay***



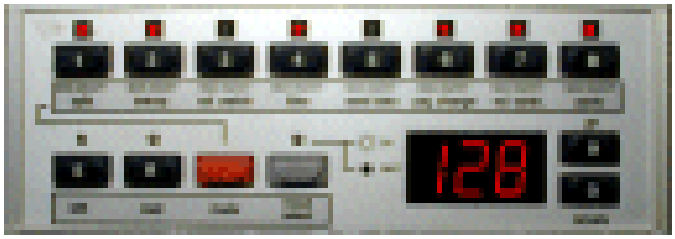
Program, Installation

Programs, Installation

Gehen Sie sicher, daß Ihr PMM eine Software-Version von 2-4 oder neuer hat. Die Versionsnummer wird beim Einschalten angezeigt. Falls Sie eine ältere Version haben, setzen Sie sich bitte mit MIDITEMP in Verbindung.

PMM-88

D/E y n/a y ***PBay***



Program, Installation

Programs, Installation

Gehen Sie sicher, daß Ihr PMM eine Software-Version von 2-4 oder neuer hat. Die Versionsnummer wird beim Einschalten angezeigt. Falls Sie eine ältere Version haben, setzen Sie sich bitte mit MIDITEMP in Verbindung.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Moog

http://www.moogmusic.com/

Memorymoog

D/E y n/a y ***Adapt***

Program (Editor with 200 Objects, Default Values)
Edit Program (Editable), Programs (Memory, AutoLink)

unterstützt den von Lintronics umgebauten “Advanced Memorymoog” (Kontakt über Thomann). Sehr schneller Editor (Control Change-Nachrichten).
Unterstützt jetzt die Version 3.0 Parameter

MotU

http://www.motu.com/

7s

D/- n/a n/a n/a ***Remote***

Program (Editor with 170 Objects, Default Values)
Program (Editable, Memory, Remote Control)

Niche

http://www.us.steinberg.net/products_as.html

ACM

n/a n/a n/a ***Remote***

Remote-Control (Editor with 30 Objects), Low Level Programming (Editor with 36 Objects, Default Values)
MIXER (Editable, Remote Control), EDITOR (Editable, Remote Control)

Fernsteuerungs-Editoren (keine Verwaltung)

novation

http://www.nova-uk.com/

BassStation

n/a n/a y ***Adapt***

Tone (Editor with 95 Objects, Default Values)
Edit Tone (Editable, No Request), Tones (Memory, AutoLink, No Request, No Single Dump)

BassStation Rack

n/a n/a y ***Adapt***

Tone (Editor with 113 Objects, Default Values)
Edit Tone (Editable, No Request), Tones (Memory, AutoLink, No Request, No Single Dump)

DrumStation Rack

n/a n/a y ***Adapt***

Drum Kit (Editor with 356 Objects, Default Values), Drum Kit (Memory) (No Editor)
Edit Drum Kit (Editable, No Request), Factory Drum Kits (Memory, AutoLink, Remote Control), User Drum Kits (Memory, AutoLink, No Request, No Single Dump)

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Nova

y y n ***Adapt***

Program (Editor with 7 Objects), Performance (Editor with 148 Objects), Arpeggiator (Editor with 13 Objects), Arpeggiator Edit (unused) (No Editor), Global Edit Buff (No Editor)
Arpeggiator Bank (Memory), Program Edit Buffer (Edit Buffer), Arpeggiator Edit Buffer (Edit Buffer), Global Edit Buffer (Edit Buffer), Performance Edit Buffer (Edit Buffer), Part 1 Edit Buffer (Edit Buffer, No Request), Part 2 Edit Buffer (Edit Buffer, No Request), Part 3 Edit Buffer (Edit Buffer, No Request), Part 4 Edit Buffer (Edit Buffer, No Request), Part 5 Edit Buffer (Edit Buffer, No Request), Part 6 Edit Buffer (Edit Buffer, No Request), Performance Bank A (Memory), Program Bank A (Memory), Program Bank B (Memory)

Super Bass Station

n n/a n ***Adapt***

Program (No Editor)
Edit (Editable, No Request), Programs (Memory, No Request, No Single Dump)

Supernova

y y n ***Adapt***

Program (Editor with 7 Objects), Performance (Editor with 184 Objects), Arpeggiator (Editor with 13 Objects), Arpeggiator Edit (unused) (No Editor), Global Edit Buff (No Editor)
Arpeggiator Bank (Memory), Program Edit Buffer (Edit Buffer), Arpeggiator Edit Buffer (Edit Buffer), Global Edit Buffer (Edit Buffer), Performance Edit Buffer (Edit Buffer), Part 1 Edit Buffer (Edit Buffer, No Request), Part 2 Edit Buffer (Edit Buffer, No Request), Part 3 Edit Buffer (Edit Buffer, No Request), Part 4 Edit Buffer (Edit Buffer, No Request), Part 5 Edit Buffer (Edit Buffer, No Request), Part 6 Edit Buffer (Edit Buffer, No Request), Part 7 Edit Buffer (Edit Buffer, No Request), Part 8 Edit Buffer (Edit Buffer, No Request), Performance Bank A (Memory), Performance Bank B (Memory), Program Bank A (Memory), Program Bank B (Memory), Program Bank C (Memory), Program Bank D (Memory), Program Bank E (Memory, Card), Program Bank F

Oberheim

http://www.oberheim.com

Cyclone

n n/a y ***Adapt***

ROM-Program (No Editor), Master (No Editor), RAM-Program (No Editor), All (No Editor), Edit Buffer (No Editor)
ROM-Programs (Memory, No Request), RAM-Programs (Editable, Memory, AutoLink, No Request), All (Memory, No Request), Global (Editable, Memory, No Request), Edit (Editable, No Request)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Matrix-1000

D/E y n/a y ***Adapt***

Patch (Editor with 221 Objects), Global (Editor with 1087 Objects), Commands (Editor with 6 Objects)

Edit Patch (Editable, No Request), Bank 0 (Memory, AutoLink), Bank 1 (Memory), Bank 2 (Memory, ROM), Bank 3 (Memory, ROM), Bank 4 (Memory, ROM), Bank 5 (Memory, ROM), Bank 6 (Memory, ROM), Bank 7 (Memory, ROM), Bank 8 (Memory, ROM), Bank 9 (Memory, ROM), Global (Editable, Memory), Commands (Editable, Remote Control)

Conversion from Adaptation: Matrix-6, Matrix-6R to Patch

Matrix-12

y y y ***Adapt***

Single Patch (Editor with 339 Objects), Multi Patch (Editor with 226 Objects), Names (No Editor)

Multi Patches 00-99 (Editable, Memory, AutoLink), Single Patches 00-99 (Editable, Memory, AutoLink)

Matrix-6

D/E y y y ***Adapt***

Patch (Editor with 221 Objects, Default Values), Split (Editor with 27 Objects, Default Values), Global (No Editor)

Edit Patch (Editable), Patches 00-99 (Memory, AutoLink), Edit Split (Editable), Splits 00-49 (Memory), Global (Editable, Memory)

Konvertierung von Matrix-1000 Patches

Matrix-6R

D/E y y y ***Adapt***

Patch (Editor with 221 Objects, Default Values), Split (Editor with 27 Objects, Default Values), Global (No Editor)

Edit Patch (Editable), Patches 00-99 (Memory, AutoLink), Edit Split (Editable), Splits 00-49 (Memory), Global (Editable, Memory)

Konvertierung von Matrix-1000 Patches

OB-8

D/E y n/a y ***Adapt***

Program (Editor with 226 Objects, Default Values)

EDIT = ABCD8 (Editable), A (Memory, AutoLink), B (Memory, AutoLink), AB (Memory, AutoLink), C (Memory, AutoLink), A C (Memory, AutoLink), BC (Memory, AutoLink), ABC (Memory, AutoLink), D (Memory, AutoLink), A D (Memory, AutoLink), B D (Memory, AutoLink), AB D (Memory, AutoLink), CD (Memory, AutoLink), A CD (Memory, AutoLink), BCD (Memory, AutoLink), ABCD (Memory, AutoLink)

OB-Mx

n y y ***Adapt***

Multi (Editor with 32 Objects), Part (Editor with 26 Objects), Globals (No Editor), Tune (Editor with 157 Objects)

Multis 1-64 (Edit Buffer, Memory, No Request), Multis 65-128 (Edit Buffer, Memory, No Request), Parts 1-32 (Edit Buffer, Memory, AutoLink, No Request), Parts 33-64 (Edit Buffer, Memory, AutoLink, No Request), Parts 65-96 (Edit Buffer, Memory, AutoLink, No Request), Parts 97-128 (Edit Buffer, Memory, AutoLink, No Request), ROM Parts 1-128 (ROM, Remote Control), Globals (Memory, No Request, No Single Dump), Tune (Edit Buffer, Memory, No Request)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Xpander

D/E	y	y	y	***Adapt***

Single Patch (Editor with 339 Objects), Multi Patch (Editor with 82 Objects, Default Values)

Edit Multi Patch (Editable), Multi Patches 00-98 (Memory, AutoLink), Edit Single Patch (Editable), Single Patches 00-98 (Memory, AutoLink)

Konvertierung von Adaption: Matrix-12 to Single Patch

OSC

OSCar

D/E	n/a	y	y	***Adapt***

Harmonic-Table (Editor with 147 Objects, Default Values), Voice-Program (Editor with 193 Objects, Default Values)

HARMONIC-TABLES (Memory, No Request, No Single Dump), EDIT (= TABLE -08) (Editable, No Request), VOICE-PROGRAMS (Memory, AutoLink, No Request, No Single Dump), EDIT (= PRG 01) (Editable, No Request)

Peavey

http://www.peavey.com

DPM SI

y	y	y	***Adapt***

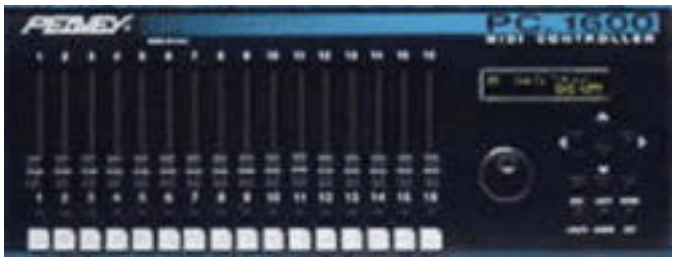
Program (Editor with 17 Objects), Performance (Editor with 4 Objects), Multi (No Editor), Drum Kit (No Editor), Global Data (No Editor)

Global (Memory), RAM Bank 0 (Memory, AutoLink), RAM Bank 1 (Memory, AutoLink), Performance Bank (Memory, No Single Dump), Multi Bank (Memory, No Single Dump), Drum Kits (Memory, No Single Dump)

Editoren nicht möglich - Gerät stürzt ab

PC-1600

D/E	y	y	n/a	***Adapt***



Preset (Editor with 17 Objects), Scene (No Editor), Globals (No Editor)

Edit Buffer (Editable), Presets Bank (Memory), Scenes Bank (Memory), Globals Bank (Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

PC-1600x

D/E y y n/a ***Adapt***

Preset (Editor with 17 Objects), Scene (No Editor), Globals (No Editor)

Edit Buffer (Editable), Presets Bank (Memory), Scenes Bank (Memory), Globals Bank (Memory)

Spectrum Analog Filter

n n/a y ***Adapt***

Patch (Editor with 31 Objects)

Patches (Editable, Memory, AutoLink)

Spectrum Synth

n n/a y ***Adapt***

Patch (Editor with 870 Objects)

RAM Patches (Editable, Memory, AutoLink)

Quasimidi

QUASIMIDI

http://www.quasimidi.com

309 Rave-o-lution

y n y ***Adapt***

System-Parameter (Editor with 29 Objects), Tmp-Data (No Editor), Tmp-Data expansion (No Editor), 309: WRITE <8> Send Sounds (No Editor), 309: WRITE <9> Send Songs (No Editor), Kick (Editor with 202 Objects), Snare (Editor with 202 Objects, Default Values), HiHat (Editor with 202 Objects, Default Values), Percussion (Editor with 201 Objects), Percussion Sets (Editor with 363 Objects), Bass-Lead

System (Editable, Memory), tmp-Speicher (Memory), tmp-Speicher expansion (Memory), SOUNDS: SetUp 309: WRITE <8> Send Sounds (Memory, No Single Dump), SONGS: SetUp 309: WRITE <9> Send Songs (Memory, No Single Dump), Bass-Lead Synth1-2-3=Snd 125/126/127 Calibrate (Editable, Memory), Edit Percussion Sets (Editable, Memory, AutoLink), Kick Sounds (Editable, Memory, AutoLink), Snare Sounds (Editable, Memory, AutoLink), HiHat Sounds (Editable, Memory, AutoLink), Percussion Sounds (Editable, Memory, AutoLink), Bass-Lead Synth-1 Sounds (Editable, Memory, AutoLink), Bass-Lead Synth-2 Sounds (Editable, Memory, AutoLink), Bass-Lead Synth-3 Sounds (Editable, Memory)

Polymorph

D/E y n/a y ***Module***

System (E), Commond (E), Sound (E), Sequence (E), User Sequence, Setup

System, Common, Temporary Sounds, Temporary Sequences, User Sounds, User Sequences, Setups

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Quasar

Hilfe	Scan	Abh.	Typ
y	y	y	***Adapt***

System Parameter (Editor with 13 Objects), Temporary Performance (Editor with 502 Objects), Performance (No Editor), Drums (Editor with 10 Objects), Sound Name (No Editor)

System Parameter (Editable), Temp. Performance (Editable), RAM Performance (Memory, AutoLink), ROM A Performance (Memory, ROM, AutoLink), ROM B Performance (Memory, ROM, AutoLink), ROM C Performance (Memory, ROM, Card, AutoLink), ROM D Performance (Memory, ROM, Card, AutoLink), Drums (Editable), Sound Names C1 (Editable, ROM, Card, AutoLink), Sound Names C2 (Editable, ROM, Card, AutoLink), Sound Names C3 (Editable, ROM, Card, AutoLink), Sound Names C4 (Editable, ROM, Card, AutoLink)

Konvertierung von Typ: Performance auf Temporary Performance

Raven

Hilfe	Scan	Abh.	Typ
y	n/a	y	***Adapt***

System-Parameter (Editor with 58 Objects), TMP-Sequenz (Editor with 1088 Objects), USER-Performance (Editor with 325 Objects), ROM-Performance (Editor with 227 Objects), Raven: WRITE <6> All Pattern/Songs/UserMotivs (No Editor), Part Names (Editor with 1 Objects)

System (Editable, Memory), Set Raven: WRITE <6> All Pattern/Songs/UserMotivs (Memory, No Single Dump), Edit temp.Sequenz (Editable, Memory, AutoLink), Select MIDI Channel 1 : KICK (Editable, ROM, Card, AutoLink, Remote Control), Select MIDI Channel 1 : KICK expansion (Editable, ROM, Card, Remote Control), Select MIDI Channel 2 : SNARE (Editable, ROM, Card, AutoLink, Remote Control), Select MIDI Channel 2 : SNARE expansion (Editable, ROM, Card, Remote Control), Select MIDI Channel 3 : HIHAT (Editable, ROM, Card, AutoLink, Remote Control), Select MIDI Channel 3 : HIHAT expansion (Editable, ROM, Card, AutoLink, Remote Control), Select MIDI Channel 4 : Percussion (Editable, ROM, Card, AutoLink), Select MIDI Channel 4 :

Sirius

Hilfe	Scan	Abh.	Typ
D/E	y	n/a	y ***Module***

System (E), Common (E), Kick (E), Snare (E), Hihat (E), Perc (E), Synth (E), Percset (E), Arpeggiator (E)

Kick Part, User Kick Sounds, Preset Kick Sounds, Snare Part, User Snare Sounds, Preset Snare Sounds, Hihat Part, User Hihat Sounds, Preset Hihat Sounds, Perc Part, User Percussion Sounds, Preset Percussion Sounds, Synth1 Part, Synth2 Part, Synth3 Part, Synth4 Part, Arpeggiator, User Synth Sounds, Preset Synthesizer Sounds Bank A, Preset Synthesizer Sounds Bank B, Preset Synthesizer Sounds Bank C, System, Common, Percussion sets

Technox

Hilfe	Scan	Abh.	Typ
y	n/a	n	***Adapt***

Performance (No Editor), Multi (No Editor)

RAM-Performances (Memory), Multi-Setups (Memory)

Turbo-Volcon 128/D

Hilfe	Scan	Abh.	Typ
n	n	n	***Adapt***

Program (Editor with 324 Objects), Global (Editor with 199 Objects), User-Setup, Easy Global/Sys Ch

SETUPS (Editable), GLOBAL (Editable), USER-SETUPS (Remote Control), EASY-PROGRAMMER CH (Remote Control)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Radikal Technologies

http://www.raditec.de/

SAC-2k

y	n/a	n/a	***Module***

Panel (E)

Panel

Drag-and-Drop Zuweisung von Fadern, Encodern und Tastern.
Feedback-Steuerung der Motorfader und Taster-LEDs.
LCDs zeigen aktuelle Encoder-Zuordnung an.
LCDs können manuell editiert werden.

Rhodes

http://www.rolandcorp.com/

Chroma

n	y	n	***Adapt***

Program (Editor with 293 Objects, Default Values), MIDI Setup (Editor with 27 Objects)

all Programs (Memory), Edit Buffer (Editable), MIDI Setup (Editable)

Benötigt ein Chroma Cult/KMX/Syntech Interface. Kontaktadresse: "Touched By Sound" 0911-9364650.
Das JL Cooper Interface unterstützt diese Adaption nicht.

MK-80

y	n/a	n	***Adapt***

Variation A, Variation B

Variation A (Editable, Memory), Variation B (Editable, Memory)

Rocktron

http://www.rocktron.com

PRO G.A.P.

n	n/a	n	***Adapt***

One Program (Editor with 42 Objects)

Programs (Editable, Remote Control)

Roland

http://www.roland.co.jp/

A-50

D/E	y	n	n	***Adapt***

Globals (Editor with 180 Objects), Chain (Editor with 116 Objects), Patch (Editor with 285 Objects), Popup (Editor with 32 Objects)

Globals (Editable, Memory), Chains (Editable, Memory), Patches (Editable, Memory), Popup Message (Editable, Memory, No Request)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

A-80

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n	n	***Adapt***

Globals (Editor with 180 Objects), Chain (Editor with 116 Objects), Patch (Editor with 285 Objects), Popup (Editor with 32 Objects)

Globals (Editable, Memory), Chains (Editable, Memory), Patches (Editable, Memory), Popup Message (Editable, Memory, No Request)

A-880

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n/a	n	***PBay***

Patch (Editor)

Temp Patch

Speicherplätze sind über SysEx nicht erreichbar; A-880 Version 1.03 oder höher erforderlich.
Die Version kann herausgefunden werden, indem man beim Einschalten Output 1+2+4+8 gleichzeitig gedrückt hält. Die aufleuchtenden LEDs haben die Werte Led 1 = 0.01, 2 = 0.02, 3 = 0.04, 4 = 0.08, 5 = 0.16, 6 = 0.32, 7 = 0.64, 8 = 1.28. Diese Werte müssen addiert werden.

A-90

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	y	***Adapt***

System Common (No Editor), Controller Assign (No Editor), Performance (No Editor), Chain (No Editor), User PGM Name map (No Editor)

Temporary Performance (Editable), Manual Performance (Memory), Internal Performances (Memory, AutoLink), Temporary Chain (Editable), Internal Chains (Memory), Internal User PGM Name map (Memory)

Version 2.00 des A-90 ROM notwendig

A-90EX

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	y	***Adapt***

System Common (No Editor), Controller Assign (No Editor), Performance (No Editor), Chain (No Editor), User PGM Name map (No Editor)

Temporary Performance (Editable), Manual Performance (Memory), Internal Performances (Memory, AutoLink), Temporary Chain (Editable), Internal Chains (Memory), Internal User PGM Name map (Memory)

Version 2.00 des A-90 ROM notwendig

Alpha Juno 1

Hilfe	Scan	Abh.	Namen	Typ
D/E	n	n/a	y	***Adapt***

Single-Tone (Editor with 107 Objects), Bank-Tone (No Editor)

Single-Tone (Editable, Memory, No Request), Bank-Tones (Memory, No Request, No Single Dump)

Scannen und Anfordern nicht möglich (nur aktive Dumps)

Alpha Juno 2

Hilfe	Scan	Abh.	Namen	Typ
D/E	n	n/a	y	***Adapt***

Single-Tone (Editor with 107 Objects), Bank-Tone (No Editor)

Single-Tone (Editable, Memory, No Request), Bank-Tones (Memory, No Request, No Single Dump)

Scannen und Anfordern nicht möglich (nur aktive Dumps)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

D-10

D/E y y n ***Adapt***

Tone (Editor with 477 Objects), Timbre (Editor with 14 Objects, Default Values), Rhythm Setup (Editor with 342 Objects), System Area (Editor with 41 Objects), Display (Editor with 33 Objects), Patch, Rhythm Pattern, Rhythm Track, PCM Sound Tables

Patch Temp (Editable), Internal Patches (Memory), Tone Temp (Editable), Internal Tones (Memory), Timbre Temp (Editable), Timb Rh (Editable), Internal Timbres (Memory), Rhythm Setup Tmp (Editable), Rhythm Setup (Memory), Rhythm Pattern (Memory), Rhythm Track (Memory), System Area (Editable, Memory), Display (Editable, No Request)

farbige Editoren; sogar das Display kann editiert werden;
Conversion from Adaptation: D-5 to Tone, D-110 to Tone, GR-50 to Tone, D-5 to Timbre, D-110 to Timbre, GR-50 to Timbre, D-5 to Rhythm Setup, D-110 to Rhythm Setup, GR-50 to Rhythm Setup, D-5 to Display, D-110 to Display, D-5 to Patch, GR-50 to Patch

D-20

D/E y y n ***Adapt***

Tone (Editor with 477 Objects), Timbre (Editor with 14 Objects, Default Values), Rhythm Setup (Editor with 342 Objects), System Area (Editor with 41 Objects), Display (Editor with 33 Objects), Patch, Rhythm Pattern, Rhythm Track, PCM Sound Tables

Patch Temp (Editable), Internal Patches (Memory), Tone Temp (Editable), Internal Tones (Memory), Timbre Temp (Editable), Timb Rh (Editable), Internal Timbres (Memory), Rhythm Setup Tmp (Editable), Rhythm Setup (Memory), Rhythm Pattern (Memory), Rhythm Track (Memory), System Area (Editable, Memory), Display (Editable, No Request)

farbige Editoren; sogar das Display kann editiert werden;
Conversion from Adaptation: D-5 to Tone, D-110 to Tone, GR-50 to Tone, D-5 to Timbre, D-110 to Timbre, GR-50 to Timbre, D-5 to Rhythm Setup, D-110 to Rhythm Setup, GR-50 to Rhythm Setup, D-5 to Display, D-110 to Display, D-5 to Patch, GR-50 to Patch

D-110

D/E y y y ***Adapt***

Tone (Editor with 477 Objects), Timbre (Editor with 14 Objects, Default Values), Rhythm Setup (Editor with 342 Objects), System Area (Editor with 41 Objects), Display (Editor with 35 Objects), Patch (Editor with 186 Objects), PCM Sound Tables (No Editor), Rhythm Timbre (Editor with 6 Objects), temp.Timbre (Editor with 14 Objects)

Internal Patches (Editable, Memory, AutoLink), Temporary Tones (Editable), Internal Tones (Memory), Temporary Timbres (Editable), Internal Timbres (Memory, AutoLink), Rhythm Timbre (Editable), Temporary Rhythm Setup (Editable), System Area (Editable, Memory), Display (Editable, No Request)

farbige Editoren; sogar das Display kann editiert werden;
Conversion from Adaptation: D-5 to Tone, GR-50 to Tone, D-5 to Timbre, GR-50 to Timbre, D-5 to Rhythm Setup, GR-50 to Rhythm Setup, D-5 to Display

D-5

D/E y y n ***Adapt***

Tone (Editor with 477 Objects), Timbre (Editor with 14 Objects, Default Values), Rhythm Setup (Editor with 342 Objects), System Area (Editor with 41 Objects), Display (Editor with 33 Objects), Patch, Patch Effect, PCM Sound Tables

Patch Temp (Editable), Internal Patches (Memory), Patch Temp (Eff) (Editable), Patch Effect (Memory), Tone Temp (Editable), Internal Tones (Memory), Timbre Temp (Editable), Timb Rh (Editable), Internal Timbres (Memory), Rhythm Setup Tmp (Editable), Rhythm Setup (Memory), System Area (Editable, Memory), Display (Editable, No Request)

farbige Editoren; sogar das Display kann editiert werden;
Conversion from Adaptation: D-110 to Tone, GR-50 to Tone, D-110 to Timbre, GR-50 to Timbre, D-110 to Rhythm Setup, GR-50 to Rhythm Setup, D-110 to Display

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

D-50

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n	y	***Module***

Patch (Editor), Reverb

Temporary Patch, Internal Patches, Inernal Reverbs, Card Patches

unterstützt Handshake-Kommunikation und Cards; Easy Page; grafische Anzeige von EQ und Output Mode; Import von Dateien von C-LAB Explorer 32, Dr. T's, Musik Aktiv Partial 4, D-50 Command, Steinberg Synthworks D-50, Geerdes D-50/MT-32 Editor V3.0, MIDIMouse Music D-50 Capture, CMP FastSyn, Bankloader, Paradigm Software Products Omni-Banker ST

Bank Dumps nur im "Data Transfer Mode" möglich; Tastendrücke am D-50 erforderlich. User Reverbs können nur zusammen mit Bank Dump empfangen/gesendet werden.

D-550

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n	y	***Module***

Patch (Editor), Reverb

Temporary Patch, Internal Patches, Inernal Reverbs, Card Patches

unterstützt Handshake-Kommunikation und Cards; Easy Page; grafische Anzeige von EQ und Output Mode; Import von Dateien von C-LAB Explorer 32, Dr. T's, Musik Aktiv Partial 4, D-50 Command, Steinberg Synthworks D-50, Geerdes D-50/MT-32 Editor V3.0, MIDIMouse Music D-50 Capture, CMP FastSyn, Bankloader, Paradigm Software Products Omni-Banker ST

Bank Dumps nur im "Data Transfer Mode" möglich; Tastendrücke am D-50 erforderlich. User Reverbs können nur zusammen mit Bank Dump empfangen/gesendet werden.

D-70

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

System Setup (Editor), User Set (Editor), Rhythm Setup (Editor), Performance (Editor), Patch (Editor), Tone (Editor)

System Setup, TMP User Set, INT User Sets, CRD User Sets, Rhythm Setup, CRD Rhythm Setup, TMP Perform, Internal Performances, Card Performances,Temporary Patches, Internal Patches, Card Patches,Temporary Tones, Internal Tones, Card Tones

Datenübertragung mit oder ohne Handshake; Solo Play; unterstützt RAM-Cards; Overview bei Performance- und Tone-Editor; 3-Ebenen-Overview im Drum-Editor

Alle SysEx-Nachrichten werden vom D-70 ignoriert, solange noch Noten gespielt werden -> Realtime-Editierung praktisch nicht möglich.
Es ist empfehlenswert, Geräte, die eine ältere Software-Version als 1.11 besitzen, "upzudaten". Die Firma Roland tauscht ältere Software-Versionen auf Anfrage gegen die aktuelle Version aus. Bei der Entwicklung des D70-Moduls lag die Version 1.16 zugrunde.
Die Software-Version Ihres Gerätes ermitteln Sie, in dem Sie beim Einschalten des Geräts die Soundnummerntaste "1" gedrückt halten.

DEP-3

Hilfe	Scan	Abh.	Namen	Typ
D/E	n/a	n/a	n/a	***Remote***

Effect

Temporary (Editable, No Request), Memory (Memory, No Request)

DEP-5

Hilfe	Scan	Abh.	Namen	Typ
D/E	n	y	y	***Adapt***

PRESET (Editor with 122 Objects), MAP (Editor with 259 Objects)

PRESETS 1-99 (Editable, Memory, AutoLink), PRG MAP (Editable, Memory, No Request)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

DJ-70

Hilfe	Scan	Abh.	Namen	Typ
	y	y	n	***Adapt***

Volume (Editor with 18 Objects), Performance (Editor with 56 Objects), Dummy (No Editor), Patch (Editor with 110 Objects), Partial (Editor with 23 Objects), Sample (No Editor), Added Perf Parameter (No Editor)

Volumes (Editable, Memory), Performances (Editable, Memory), Patches (Editable, Memory, Card), Partials (Editable, Memory, Card), Samples (Editable, Memory, Card), Added Performance Parameters (Editable, Memory, Card)

E-660

Hilfe	Scan	Abh.	Namen	Typ
	y	n	n	***Adapt***

Effect, Effect Name, Program Change Table

Effect Memory (Editable, Memory), Effect Names (Editable, Memory), Program Change Table

FC-100 Mk II

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	n/a	***Adapt***

Global, Pedal Status, Patch

Global (Editable, Memory), Pedal Status (Editable, Memory), Patch Temp (Editable)

GM-70

Hilfe	Scan	Abh.	Namen	Typ
D/E	n	n/a	n	***Adapt***

Patch (Editor with 227 Objects)

Edit Patch (Editable, Memory, No Request), Group A (Memory, No Request), Group B (Memory, No Request)

GP-100

Hilfe	Scan	Abh.	Namen	Typ
	y	n	n	***Adapt***

Patch (No Editor), System PREAMP (Editor with 57 Objects), System GLOBAL (No Editor), System TUNER (No Editor), System UTILITY (No Editor)

Temporary Patch (Editable), User Patches 1-100 (Memory), User Patches 101-200 (Memory), ROM Patches 201-300 (Memory, ROM), ROM Patches 301-400 (Memory, ROM), System PREAMP (Editable, Memory), System GLOBAL (Editable, Memory), System TUNER (Editable, Memory), System UTILITY (Editable, Memory)

GP-8

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	n	***Adapt***

Program (Editor with 128 Objects)

Temp Program (Editable), Bank A (Memory), Bank B (Memory)

GR-1

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	n	***Adapt***

System (No Editor), Patch (No Editor), Song Data (No Editor)

System (Editable, Memory), Patches (Editable, Memory), Song Data (Editable, Memory)

GR-30

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a		***Adapt***

System Area (No Editor), Patch (No Editor)

Temp. Patch (Editable), User Patches (Memory, AutoLink), ROM Patches (Memory, ROM, AutoLink, No Request), System Area (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

GR-50

D/E y y y ***Adapt***

temp. Timbre (Editor with 10 Objects), Rhythm Setup (Editor with 360 Objects), Tone (Editor with 477 Objects), Tone Names (Editor with 289 Objects), Timbre (No Editor, Default Values), System Setup (Editor with 48 Objects, Default Values), Patch (Editor with 208 Objects), Parts (Editor with 39 Objects), Patch Chain (Editor with 94 Objects), Display (Editor with 35 Objects, Default Values), PCM Sound Tables (No Editor), neu (Editor with 208 Objects)

System Setup (Editable), Parts (Editable, Memory), temp. Rhythm (Editable), Rhythm Setup (Memory), Patch Chain (Editable, Memory), temporary Patch (Editable), internal Patches (Memory), cardridge Patches (Memory, Card), temporary Timbres (Editable), internal Timbres (Memory, AutoLink), cardridge Timbres (Memory, Card), temp.Tones(String E) (Editable), temp.Tones(String B) (Editable), temp.Tones(String G) (Editable), temp.Tones(String D) (Editable), temp.Tones(String A) (Editable), temp.Tones(String E) (Editable), temp.Tones (Part) (Editable), internal Tones (Memory), Display (Editable, No Request), neu (Editable, Memory)

Konvertierung von Typ: temp. Timbre auf Timbre, Timbre auf temp. Timbre
Konvertierung von Adaption: MT-32 auf Tone, MT-32 auf Timbre, D-110 auf Tone, D-110 auf Display, D-110 auf Timbre, D-10, D-20 auf Tone, D-10, D-20 auf Timbre, D-5 auf Tone, D-5 auf Timbre

GS-6

y n/a n ***Adapt***

Program

Temp (Editable), Memory (Memory)

JD-800

D/E y n y ***Adapt***

Multi (Editor with 780 Objects), Single (Editor with 885 Objects), System Area (Editor with 67 Objects), Part Area (Editor with 59 Objects), Special Setup Common (Editor with 30 Objects), Special Setup Key (Editor with 200 Objects)

Temp Tone Single (Editable), Patch Memory (Memory, AutoLink), Patch Memory 2 (Memory, AutoLink), System Param (Editable, Memory), Temp Tones Multi (Editable), Part Param (Editable), Common/Eq (Editable), Key C2 (Editable), Key C#2 (Editable), Key D2 (Editable), Ley D#2 (Editable), Key E2 (Editable), Key F2 (Editable), Key F#2 (Editable), Key G2 (Editable), Key G#2 (Editable), Key A2 (Editable), Key A#2 (Editable), Key B2 (Editable), Key C3 (Editable), Key C#3 (Editable), Key D3 (Editable), Key D#3 (Editable), Key E3 (Editable), Key F3 (Editable), Key F#3 (Editable), Key G3 (Editable), Key G#3 (Editable), Key A3 (Editable), Key A#3 (Editable), Key B3 (Editable), Key C4 (Editable), Key C#4 (Editable), Key D4 (Editable), Key D#4 (Editable), Key E4

JD-990

y y y ***Adapt***

System Area (Editor with 66 Objects), Performance (Editor with 192 Objects), Patch (Editor with 975 Objects), Rhythm Setup (Editor with 938 Objects), Names (No Editor)

Performance (Editable), Internal Performances (Memory, AutoLink), Card Performances (ROM, Card, AutoLink), Preset Performances A (ROM, Card, AutoLink, No Request), Preset Performances B (ROM, Card, AutoLink, No Request), Patch Mode Temp. Patch (Editable), Performance Mode Temp. Patches (Editable), Internal Patches (Memory, AutoLink), Card Patches (ROM, Card, AutoLink), Preset Patches A (ROM, Card, AutoLink, No Request), Preset Patches B (ROM, Card, AutoLink, No Request), Temp. Rhythm Set (Editable), Int. Rhythm Set (Memory), Card Rhythm Set (ROM, Card), System Area (Editable, Memory), Card System (Editable, Memory, Card)

ROM-Version 1.05 empfohlen - kostenlos bei Roland

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

JP-8000

	y	n	y	***Adapt***

System Parameter (No Editor), Pattern Setup (No Editor), Motion Setup (No Editor), Tx/Rx Setting (No Editor), Performance (Editor with 59 Objects), Patch (Editor with 352 Objects), Pattern Data (No Editor)

Perf. Temporary (Editable), User Performances (Memory, AutoLink), Preset Performances (Memory, ROM, AutoLink, No Request), Upper Patch (Editable), Lower Patch (Editable), User Patches (Memory, AutoLink), Preset Patches (Memory, ROM, AutoLink, No Request), System Parameter (Editable, Memory), Pattern Setup (Editable, Memory), Motion Setup (Editable, Memory), Tx/Rx Setting (Editable, Memory), Pattern Data (Memory)

JP-8080

	y	n	y	***Adapt***

System Area (Editor with 6 Objects), System Parameter (Editor with 513 Objects), Performance (Editor with 5 Objects), Patch (Editor with 1 Objects), Motion Setup (No Editor), Pattern Setup (No Editor), Motion Setup (Editor with 841 Objects), Tx/Rx Setting (Editor with 116 Objects), Performance (Editor with 2 Objects), Patch (Editor with 1 Objects), Pattern Data (No Editor), Voice Modulator (No Editor)

System Parameter (Editable, Memory), Motion Setup (Editable, Memory), Tx/Rx Settings (Editable, Memory), Perf. Temporary (Editable), User Performances (Memory, AutoLink), User Patches (Memory, AutoLink)

Juno-106

	D/E	n/a	n/a	y	***Adapt***

Patch (Editor with 64 Objects, Default Values)

Edit Patch (Editable, No Request), Patches (Memory, AutoLink, No Request)

Anfordern von Daten nicht möglich. Um Patches zu empfangen, diese am Gerät anwählen.

JV-1000

	D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Temp Patch, P-TMP Patches, Temp Rhythm, Int Rhythm, Card Rhythm, Setup

unterstützt RAM und PCM Cards und Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II); Konvertierung von D_70 Tones in JV Patches mit automatischer Tone-Speicherverwaltung

ROM-Daten können nicht empfangen werden (im JV nicht implementiert).

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

JV-1010

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Preset A Performances, Preset B Performances, Temp Patches (Part 1-9, 11-16), Temp Patch, User Patches, Card Patches, Preset A Patches, Preset B Patches, Preset C Patches, GM Patches (Preset D), PCM Card Patches, Exp-A Patches, Exp-B Patches, Exp-C Patches, Exp-D Patches, Temp Rhythm, User Rhythm, Card Rhythm, Preset A Rhythm, Preset B Rhythm, Preset C Rhythm, GM Rhythm (Preset D), PCM Card Rhythm, Exp-A Rhythm, Exp-B Rhythm, Exp-C Rhythm, Exp-D Rhythm, Setup

unterstützt RAM und PCM Cards sowie Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II)

RAM Card wird nicht unterstützt (im JV nicht implementiert).
Aktivieren Sie den Schalter "PCM Card", um wenigstens Lesezugriff zu erhalten.

JV-1080

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Preset A Performances, Preset B Performances, Temp Patches (Part 1-9, 11-16), Temp Patch, User Patches, Card Patches, Preset A Patches, Preset B Patches, Preset C Patches, GM Patches (Preset D), PCM Card Patches, Exp-A Patches, Exp-B Patches, Exp-C Patches, Exp-D Patches, Temp Rhythm, User Rhythm, Card Rhythm, Preset A Rhythm, Preset B Rhythm, Preset C Rhythm, GM Rhythm (Preset D), PCM Card Rhythm, Exp-A Rhythm, Exp-B Rhythm, Exp-C Rhythm, Exp-D Rhythm, Setup

unterstützt RAM und PCM Cards sowie Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II)

RAM Card wird nicht unterstützt (im JV nicht implementiert).
Aktivieren Sie den Schalter "PCM Card", um wenigstens Lesezugriff zu erhalten.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

JV-2080

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Preset A Performances, Preset B Performances, Temp Patches (Part 1-9, 11-16), Temp Patch, User Patches, Card Patches, Preset A Patches, Preset B Patches, Preset C Patches, GM Patches (Preset D), PCM Card Patches, Exp-A Patches, Exp-B Patches, Exp-C Patches, Exp-D Patches, Temp Rhythm, User Rhythm, Card Rhythm, Preset A Rhythm, Preset B Rhythm, Preset C Rhythm, GM Rhythm (Preset D), PCM Card Rhythm, Exp-A Rhythm, Exp-B Rhythm, Exp-C Rhythm, Exp-D Rhythm, Setup

unterstützt RAM und PCM Cards sowie Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II)

RAM Card wird nicht unterstützt (im JV nicht implementiert).
Aktivieren Sie den Schalter "PCM Card", um wenigstens Lesezugriff zu erhalten.

JV-80

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Temp Patch, P-TMP Patches, Temp Rhythm, Int Rhythm, Card Rhythm, Setup

unterstützt RAM und PCM Cards und Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II); Konvertierung von D_70 Tones in JV Patches mit automatischer Tone-Speicherverwaltung

ROM-Daten können nicht empfangen werden (im JV nicht implementiert).

JV-880

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Temp Patch, P-TMP Patches, Temp Rhythm, Int Rhythm, Card Rhythm, Setup

unterstützt RAM und PCM Cards und Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II); Konvertierung von D_70 Tones in JV Patches mit automatischer Tone-Speicherverwaltung

ROM-Daten können nicht empfangen werden (im JV nicht implementiert).
JV-880 v1.00 hat Probleme beim Empfangen und Senden von Card-Einträgen. Verwenden Sie 1.01 oder höher. Das Update ist kostenlos und wird vom Fachhändler erledigt. Vorabaustausch ist möglich. Das Gerät muß NICHT eingesandt werden, der Austausch dauert ca. 5 Minuten.

JV-90

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Temp Patch, P-TMP Patches, Temp Rhythm, Int Rhythm, Card Rhythm, Setup

unterstützt RAM und PCM Cards und Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II); Konvertierung von D_70 Tones in JV Patches mit automatischer Tone-Speicherverwaltung

ROM-Daten können nicht empfangen werden (im JV nicht implementiert).

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

JX-1

n	n/a	n	***Adapt***

Edit Tone, Tone

Temp Tone (Memory, No Request), Memory Tones (Memory, No Request)

JX-305

D/E	y	y	y ***Module***

Part Info (Editor), Patch (Editor), Rhythm Setup (Editor), Setup (Editor), Pattern (no Editor)

Setup, Temp Rhythm, Temp Patches, Part Info, User Patches, User Rhythm Sets, Card Patches, Card Rhythm Sets, Preset A Patches, Preset B Patches, Preset C Patches, Preset D Patches, Preset Rhythm Sets

Senden von Daten in den Speicher ist nicht automatisch wegen Einschränkungen in der SysEx-Implementation (verwendet einen Flash ROM, der sehr langsam beim Abspeichern von Daten ist)

JX-8P

D/E	n/a	y	n ***Adapt***

Tone (Editor with 116 Objects, Default Values), Patch (Editor with 38 Objects), tune (No Editor)

Tone (Editable, No Request), Cardridge Tones (Editable, Memory, Card), Internal Tones (Memory, No Request), Patch (Editable, No Request)

farbige Editoren

M-BD1

y	n/a	n/a	***Adapt***

System Setup (Editor with 194 Objects, Default Values), Performance (Editor with 173 Objects, Default Values), Temporary Patch (Editor with 1217 Objects, Default Values), Rhythm Setup (Editor with 126 Objects, Default Values), (Controller Destinations) (No Editor), PP1 Remote (Editor with 9 Objects, Default Values), (Pan) (No Editor)

TEMP PERFORM (Editable, Memory), TEMP PATCHES (Editable, Memory), TEMP PATCH (Editable, Memory), RHYTHM SETUP (2Lo) (Editable, Memory), RHYTHM SETUP (PART 8) (Editable, Memory), RHYTHM SETUP (2Hi) (Editable, Memory), SYSTEM SETUP (Editable, Memory), PP1 REMOTE (Editable, ROM, No Request)

M-DC1

y	n/a	n/a	***Adapt***

System Setup (Editor with 194 Objects, Default Values), Performance (Editor with 173 Objects, Default Values), Temporary Patch (Editor with 1217 Objects, Default Values), Rhythm Setup (Editor with 126 Objects, Default Values), (Controller Destinations) (No Editor), PP1 Remote (Editor with 9 Objects, Default Values), (Pan) (No Editor)

TEMP PERFORM (Editable, Memory), TEMP PATCHES (Editable, Memory), TEMP PATCH (Editable, Memory), RHYTHM SETUP (2Lo) (Editable, Memory), RHYTHM SETUP (PART 8) (Editable, Memory), RHYTHM SETUP (2Hi) (Editable, Memory), SYSTEM SETUP (Editable, Memory), PP1 REMOTE (Editable, ROM, No Request)

M-SE1

y	n/a	n/a	***Adapt***

System Setup (Editor with 194 Objects, Default Values), Performance (Editor with 173 Objects, Default Values), Temporary Patch (Editor with 1217 Objects, Default Values), Rhythm Setup (Editor with 126 Objects, Default Values), (Controller Destinations) (No Editor), PP1 Remote (Editor with 9 Objects, Default Values), (Pan) (No Editor)

TEMP PERFORM (Editable, Memory), TEMP PATCHES (Editable, Memory), TEMP PATCH (Editable, Memory), RHYTHM SETUP (2Lo) (Editable, Memory), RHYTHM SETUP (PART 8) (Editable, Memory), RHYTHM SETUP (2Hi) (Editable, Memory), SYSTEM SETUP (Editable, Memory), PP1 REMOTE (Editable, ROM, No Request)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

M-VS1

y	n/a	n/a	***Adapt***

System Setup (Editor with 194 Objects, Default Values), Performance (Editor with 173 Objects, Default Values), Temporary Patch (Editor with 1217 Objects, Default Values), Rhythm Setup (Editor with 126 Objects, Default Values), (Controller Destinations) (No Editor), PP1 Remote (Editor with 9 Objects, Default Values), (Pan) (No Editor)

TEMP PERFORM (Editable, Memory), TEMP PATCHES (Editable, Memory), TEMP PATCH (Editable, Memory), RHYTHM SETUP (2Lo) (Editable, Memory), RHYTHM SETUP (PART 8) (Editable, Memory), RHYTHM SETUP (2Hi) (Editable, Memory), SYSTEM SETUP (Editable, Memory), PP1 REMOTE (Editable, ROM, No Request)

MC-505

D/E	y	y	y ***Module***

Part Info (Editor), Patch (Editor), Rhythm Setup (Editor), Setup (Editor), Pattern (no Editor)

Setup, Temp Rhythm, Temp Patches, Part Info, User Patches, User Rhythm Sets, Card Patches, Card Rhythm Sets, Preset A Patches, Preset B Patches, Preset C Patches, Preset D Patches, Preset Rhythm Sets

Senden von Daten in den Speicher ist nicht automatisch wegen Einschränkungen in der SysEx-Implementation (verwendet einen Flash ROM, der sehr langsam beim Abspeichern von Daten ist)

MKS-50

D/E	n/a	y	y ***Adapt***

Single-Tone (Editor with 108 Objects, Default Values), Bank-Tone (No Editor), Single-Patch (Editor with 40 Objects, Default Values), Bank-Patch (No Editor), Chord Memory (Editor with 9 Objects, Default Values)

Single-Tone (Editable, No Request), Single-Patch (Editable, No Request), Single Ch.Mem. (Editable, No Request), Bank-Tones (Memory, No Request, No Single Dump), Bank-Patches (Memory, AutoLink, No Request, No Single Dump), Chord Mem.1-16 (Memory, No Request, No Single Dump)

MKS-7

n/a	n/a	n/a	***Adapt***

Programm (Editor with 22 Objects), Programm (Editor with 41 Objects), Programm (Editor with 41 Objects)

Manual (Editable, Memory, No Request), Manual (Editable, No Request), Manual (Editable, No Request)

MKS-70

n	y	y	***Adapt***

patch (Editor with 24 Objects), tone A (Editor with 117 Objects), tone B (Editor with 117 Objects), tone (Editor with 234 Objects), patch (Editor with 56 Objects), tune (No Editor)

Patch (Editable, Memory, AutoLink, No Request), Patches (Editable, Memory, AutoLink, No Request), Tone A (Editable, No Request), Tone B (Editable, No Request), INTERNAL Tones (Memory, AutoLink, No Request), PRESET Tones (AutoLink, Remote Control)

Konvertierung von Adaption: JX-8P auf tone A, JX-10 auf patch, JX-10 auf tone
Konvertierung von Typ: tone auf tone A, tone auf tone B

ROM-Version 1.08 erforderlich

MKS-80

y	y	y	***Adapt***

Upper Tone (Editor with 133 Objects, Default Values), Lower Tone (Editor with 133 Objects, Default Values), (Editor with 121 Objects), Patch (Editor with 84 Objects, Default Values)

Patch (Editable, No Request), Patches (Memory, AutoLink, No Request), Upper Tone (Editable, No Request), Lower Tone (Editable, No Request), Tones (Memory, No Request)

Konvertierung von Typ: Upper Tone auf Lower Tone, Upper Patch auf Lower Patch

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

MT-32

D/E	y	y	y	***Adapt***

Timbre (Editor with 465 Objects, Default Values), Patch (Editor with 21 Objects, Default Values), Rythm Part Setup (Editor with 270 Objects, Default Values), System Area (Editor with 64 Objects, Default Values), Patch temp. (Editor with 27 Objects), PCM Sound Tables

System Memory (Editable, Memory), Rythm Part Memory (Editable, Memory), temp. Timbres (Editable), memory Timbres (Memory), Patch temp. (Editable), Patch Memory (Memory, AutoLink)

Conversion from Adaptation: GR-50 to Timbre, GR-50 to Patch, D-110 to Timbre, D-110 to Patch, D-10, D-20 to Timbre, D-10, D-20 to Patch, D-5 to Timbre, D-5 to Patch
Conversion from Type: Patch to Patch temp.

P-330

-/E	n/a	n/a	n/a	***Adapt***

Edit Patch (Editor with 55 Objects, Default Values), Common Parameters (Editor with 70 Objects, Default Values)

Edit Patch (Editable, No Request), Common Parameters (Editable, No Request)

PAD-80

D/E	n/a	y	y	***Adapt***

Patch (Editor with 248 Objects), Chain (Editor with 66 Objects), Names

Internal Patches (Editable, Memory, AutoLink, No Request), Card Patches (ROM, AutoLink, No Request), Dummy (ROM, No Request), Patch Chaines (Editable, Memory, No Request), Gate Time, Depth

PRO-E

	y	n	n	***Adapt***

Program, Song, Style Card

User Programs (Memory), Songs, Style Card Bank

R-5

	y	n	n	***Adapt***

Sound, Copy Instrument, Performance, Feel Patch, Instrument Assign, Level, MIDI Data, System Data

Sounds (Editable, Memory), Copy Instrument (Editable, Memory), Performances A-E (Editable, Memory), Performances M (Editable, Memory), Feel Patches (Editable, Memory), Instrument Assign (Editable, Memory), Level (Editable, Memory), MIDI Data (Editable, Memory), System Data (Editable, Memory)

R-70

D/E	y	n	n	***Adapt***

Instrument (Editor with 50 Objects), User instrument setup (Editor with 118 Objects), User drumsets (Editor with 1192 Objects), Pad assign (Editor with 316 Objects), Positional pad assign (Editor with 148 Objects), Multi assign (Editor with 185 Objects), Effect parameters (Editor with 92 Objects), MIDI instrument section (Editor with 54 Objects), MIDI performance section (Editor with 170 Objects), MIDI controller (Editor with

Sound parameters (Editable, Memory), User instrument setup (Editable, Memory), User drumsets (Editable, Memory), Pad assign (Editable, Memory), Multi assign (Editable, Memory), Positional pad assign (Editable, Memory), Effect parameters (Editable, Memory), MIDI instrument section (Editable, Memory), MIDI performance section (Editable, Memory), MIDI controller (Editable, Memory), MIDI function switch (Editable, Memory), System parameters (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

R-8

D/E y y n ***Adapt***

Sound (Editor with 27 Objects), Sound Level (Editor with 248 Objects), Pad Bank Data (Editor with 94 Objects), CopySound (Editor with 263 Objects), Midi Parameter (Editor with 582 Objects), System Data (Editor with 842 Objects), Performance Bank (Editor with 106 Objects), Feel Patch (Editor with 163 Objects), Songs (No Editor), Pattern (No Editor)

Sounds (Editable, Memory), Pad Banks A-E/M (Editable, Memory), Copy-Sounds (Editable, Memory), Sound Level (Editable, Memory), Midi Data (Editable, Memory), System Area (Editable, Memory), Performances (Editable, Memory), Feel Patches (Editable, Memory), Songs (Editable, Memory), Pattern (Editable, Memory)

R-8 Mk II

y y n ***Adapt***

Sound (Editor with 27 Objects), Output Level (Editor with 514 Objects), Pad Assign (Editor with 94 Objects), CopySound (Editor with 261 Objects), Midi Parameter (Editor with 1122 Objects), System Data (Editor with 14 Objects), Performance Bank (Editor with 106 Objects), Feel Patch (Editor with 165 Objects)

Sounds (Editable, Memory), Copy-Sounds (Editable, Memory), Performances (Editable, Memory), Feel Patches (Editable, Memory), Pad Assign (Editable, Memory), Output Level (Editable, Memory), Midi Parameter Area (Editable, Memory), System Area (Editable, Memory)

R-8M

y y n ***Adapt***

Patch (Editor with 1237 Objects), Feel Patch (Editor with 304 Objects), Setup (Editor with 391 Objects), Instrument Name (No Editor)

Patch Temp (Editable), Patches (Memory), Card Patches (Memory, Card), Feel Patch Temp (Editable), Feel Patches (Memory), Card Feel Patches (Memory, Card), Setup (Editable, Memory), Card Setup (Editable, Memory, Card)

RD-500

y n/a n ***Adapt***

Global (Editor with 5 Objects), Setup (Editor with 496 Objects, Default Values)

Global (Edit Buffer), Current (Edit Buffer), Bank (Memory)

RSP-550

n n y ***Adapt***

System (Editor with 30 Objects), Memory (Editor with 20 Objects)

Temporary (Editable), System Setup (Editable, Memory), Internal Memory 1-160 (Memory, AutoLink)

S-330

D/- y y n ***Adapt***

Play (Editor with 103 Objects), Patch (Editor with 472 Objects), Tone (Editor with 165 Objects)

Play (Editable), Patches (Editable), Tones (Editable)

S-550

D/- y y n ***Adapt***

Play (Editor with 165 Objects), Patch I (Editor with 472 Objects), Tone (Editor with 165 Objects), Patch II (Editor with 472 Objects)

Play (Editable), Patches I11-I28 (Editable), Patches II11-II28 (Editable), Tones I11-I48 (Editable), Tones II11-II48 (Editable)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

S-760

Hilfe	Scan	Abh.	Namen	Typ
	y	y	n	***Adapt***

Volume (Editor with 17 Objects), Performance (Editor with 519 Objects), Ext. Performance (Editor with 289 Objects), Patch (Editor with 271 Objects), Partial (Editor with 182 Objects), Sample (Editor with 45 Objects), Off (No Editor)

Volume (Editable), Performances (Editable, Memory), Patches (Editable, Memory), Partials (Editable, Memory), Samples (Editable, Memory), Extended Performances (Editable, Memory)

S-770

Hilfe	Scan	Abh.	Namen	Typ
	y	y	n	***Adapt***

Volume (Editor with 18 Objects), Performance (Editor with 56 Objects), Dummy (No Editor), Patch (Editor with 109 Objects), Partial (Editor with 23 Objects), Sample (No Editor)

Volumes (Editable, Memory), Performances (Editable, Memory), Patches (Editable, Memory, Card), Partials (Editable, Memory, Card), Dumm 2 (Memory), Samples (Editable, Memory, Card), Dumm3 (Memory)

SC-55

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n/a	n	***Adapt***

Patch Common (Editor with 123 Objects), -Part- (Editor with 185 Objects), Tone (No Editor)

Patch Common (Editable), Part 1 (Editable), Part 2 (Editable), Part 3 (Editable), Part 4 (Editable), Part 5 (Editable), Part 6 (Editable), Part 7 (Editable), Part 8 (Editable), Part 9 (Editable), Part 10 (Editable), Part 11 (Editable), Part 12 (Editable), Part 13 (Editable), Part 14 (Editable), Part 15 (Editable), Part 16 (Editable)

unterstützt alle GS-Geräte auf einem Grundniveau (GS-Standard)
AutoLink-Namen werden für alle ROM-Bänke angezeigt (inkl. Sub Capital Tones).

SDE-330

Hilfe	Scan	Abh.	Namen	Typ
	y	n	n	***Adapt***

System Parameters (No Editor), Program Change Map (No Editor), Program (No Editor), Display (No Editor)

System Parameters (Editable, Memory), Program Change Map (Editable, Memory), Display (Editable), Internal Programs (Memory)

SDX-330

Hilfe	Scan	Abh.	Namen	Typ
	y	n	n	***Adapt***

System Parameters (No Editor), Program Change Map (No Editor), Program (No Editor), Display (Editor with 37 Objects)

System Parameters (Editable, Memory), Program Change Map (Editable, Memory), Display (Editable), Internal Programs (Memory)

SPD-11

Hilfe	Scan	Abh.	Namen	Typ
	y	n	n	***Adapt***

Global (Editor with 22 Objects), Pad (Editor with 39 Objects), System setup (Editor with 4 Objects), Chain setup

Global 1 (Editable, Memory), Pads 1 (Editable, Memory), Global 2 (Editable, Memory), Pads 2 (Editable, Memory), Global 3 (Editable, Memory), Pads 3 (Editable, Memory), Global 4 (Editable, Memory), Pads 4 (Editable, Memory), Global 5 (Editable, Memory), Pads 5 (Editable, Memory), Global 6 (Editable, Memory), Pads 6 (Editable, Memory), Global 7 (Editable, Memory), Pads 7 (Editable, Memory), Global 8 (Editable, Memory), Pads 8 (Editable, Memory), Global 9 (Editable, Memory), Pads 9 (Editable, Memory), Global 10 (Editable, Memory), Pads 10 (Editable, Memory), Global 11 (Editable, Memory), Pads 11 (Editable, Memory), Global 12 (Editable, Memory), Pads 12 (Editable, Memory), Global 13 (Editable, Memory), Pads 13 (Editable, Memory),

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

SPD-20

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	n	***Adapt***

Global (Editor with 22 Objects), Pad (Editor with 39 Objects), System Setup (Editor with 125 Objects), Patch Chain Setup (Editor with 275 Objects)

Global 1 (Editable, Memory), Patch 1 (Editable, Memory), Global 2 (Editable, Memory), Patch 2 (Editable, Memory), Global 3 (Editable, Memory), Patch 3 (Editable, Memory), Global 4 (Editable, Memory), Patch 4 (Editable, Memory), Global 5 (Editable, Memory), Patch 5 (Editable, Memory), Global 6 (Editable, Memory), Patch 6 (Editable, Memory), Global 7 (Editable, Memory), Patch 7 (Editable, Memory), Global 8 (Editable, Memory), Patch 8 (Editable, Memory), Global 9 (Editable, Memory), Patch 9 (Editable, Memory), Global 10 (Editable, Memory), Patch 10 (Editable, Memory), Global 11 (Editable, Memory), Patch 11 (Editable, Memory), Global 12 (Editable, Memory), Patch 12 (Editable, Memory), Global 13 (Editable, Memory), Patch 13 (Editable, Memory),

SPD-8

Hilfe	Scan	Abh.	Namen	Typ
	n/a	n/a	y	***Adapt***

Patch (Editor with 371 Objects), Names 20 (No Editor), Names 3 (No Editor)

Patches (Editable, Memory, AutoLink, No Request)

SRV-2000

Hilfe	Scan	Abh.	Namen	Typ
	D/E	n/a	n/a	n	***Remote***

Linear Reverb (Editor with 38 Objects), Non Linear Reverb (Editor with 21 Objects)

Edit Linear Reverb (Editable, No Request), Memory (Memory, No Request), Edit Non-Lin Reverb (Editable, No Request), Memory (Memory, Remote Control)

Das SRV-2000 hat keinen MIDI Out, deswegen muß man zuerst alle Werte manuell eingeben

SRV-330

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	y	***Adapt***

System Parameters (No Editor), Program Change Map (No Editor), Program (No Editor), Display (Editor with 37 Objects)

System Parameters (Editable, Memory), Program Change Map (Editable, Memory), Display (Editable), Internal Programs (Memory, AutoLink)

TD-10

Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	n/a	y	***Module***

Trigger Bank (E), Kit Chain (E), System Setup (E), Drum Kit (E), Perc Group (E)

Trigger Banks, Kit Chains, System Setup, Drum Kits, Percussion Groups

TD-10 / TDW-1

Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	n/a	y	***Module***

Trigger Bank (E), Kit Chain (E), System Setup (E), Drum Kit (E), Perc Group (E)

Trigger Banks, Kit Chains, System Setup, Drum Kits, Percussion Groups

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

TD-7

y y y ***Adapt***

System (Editor with 50 Objects), Instruments (Editor with 55 Objects), Note (Editor with 24 Objects), Patch Common (Editor with 106 Objects), Trigger (Editor with 55 Objects), Trigger 02 (Editor with 55 Objects), Trigger 03 (Editor with 55 Objects), Trigger 04 (Editor with 55 Objects), Trigger 05 (Editor with 55 Objects), Trigger 06 (Editor with 55 Objects), Trigger 07 (Editor with 55 Objects), Trigger 08 (Editor with 55 Objects), Trigger 09 (Editor with 55 Objects), Trigger 10 (Editor with 55 Objects)

System (Editable), Note Map Pch 01 (Editable, Memory), Patch 01 (Editable, Memory, AutoLink), Pch01Trigs (Editable, Memory, Card), Note Map Pch 02 (Editable, Memory), Patch 02 (Editable, Memory, AutoLink), Pch02Trigs (Editable, Memory, Card), Note Map Pch 03 (Editable, Memory), Patch 03 (Editable, Memory, AutoLink), Pch03Trigs (Editable, Memory, Card), Note Map Pch 04 (Editable, Memory), Patch 04 (Editable, Memory, AutoLink), Pch04Trigs (Editable, Memory, Card), Note Map Pch 05 (Editable, Memory), Patch 05 (Editable, Memory, AutoLink), Pch05Trigs (Editable, Memory, Card), Note Map Pch 06 (Editable, Memory), Patch 06 (Editable, Memory, AutoLink), Pch06Trigs (Editable, Memory, Card), Note Map Pch 07

TD-8

D/E y n/a y ***Module***

Trigger Bank (E), Kit Chain (E), System Setup (E), Drum Kit (E), Perc Group (E)

Trigger Banks, Kit Chains, System Setup, Drum Kits, Percussion Groups

U-110

D/E y y n ***Adapt***

-Setup- (Editor with 15 Objects), Patch (Editor with 246 Objects, Default Values), PgmChangeMap (Editor with 391 Objects, Default Values), Tone

SYST SET (Editable, Memory), TEMP PATCH (Editable), PATCHES 1-64 (Editable, Memory), PGM CH MAPS 1-6 (Editable, Memory), Internal Tone Names (ROM, Card, No Request)

U-20

D/E y y y ***Module***

Synth Setup (Editor) , Keyboard Patch (Editor), Sound Patch (Editor), Timbre (Editor), Chord Set (Editor), Rhythm Set (Editor), Patch Map (Editor), Timbre Map (Editor), Rhythm Setup Map (Editor), Rhythm Instrument Map (Editor)

Synth Setup, Tmp Keyboard Patch, Internal Keyboard Patches, Card Keyboard Patches, Tmp Sound Patch, Internal Sound Patches, Card Sound Patches, Temporary Timbres, Internal Timbres, Card Timbres, Tmp Chord Sets, Internal Chord Sets, Tmp Rhythm Set, Internal Rhythm Sets, Card Rhythm Sets, Patch Maps, Timbre Maps, Rhythm Set Maps, Rhythm Instrument Maps

unterstützt RAM und ROM Card; Konvertierung zwischen U-20 und U-220; Solo Play-Modus; Mouse Play; Overview/Easy Page in Timbre Editor

Das U20-Modul orientiert sich bei der Editierung des U-20 an der aktuellen U-20-Software Version 3.03 vom 30.10.89. Ältere Versionen werden ebenfalls, allerdings mit Einschränkungen (Receive-Switches in den Parts und zusätzliche Parameter für den Rhythm Part können nicht editiert werden)
vom Modul unterstützt. Roland tauscht ältere Software-Versionen auf Anfrage gegen die aktuelle aus.
Ermitteln der Software-Version: Im “Demo-Play-Mode” die Tasten “Mark” + “Jump” gedrückt halten und dann “Enter”

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

U-220

D/E y y y ***Module***

Synth Setup (Editor) , Keyboard Patch (Editor), Sound Patch (Editor), Timbre (Editor), Chord Set (Editor), Rhythm Set (Editor), Patch Map (Editor), Timbre Map (Editor), Rhythm Setup Map (Editor), Rhythm Instrument Map (Editor)

Synth Setup, Tmp Keyboard Patch, Internal Keyboard Patches, Card Keyboard Patches, Tmp Sound Patch, Internal Sound Patches, Card Sound Patches, Temporary Timbres, Internal Timbres, Card Timbres, Tmp Chord Sets, Internal Chord Sets, Tmp Rhythm Set, Internal Rhythm Sets, Card Rhythm Sets, Patch Maps, Timbre Maps, Rhythm Set Maps, Rhythm Instrument Maps

unterstützt RAM und ROM Card; Konvertierung zwischen U-20 und U-220; Solo Play-Modus; Mouse Play; Overview/Easy Page in Timbre Editor

VG-8

D/E y ***Adapt***

Patch (Editor with 932 Objects), Editor (No Editor)

Internal User Patches A (Editable, No Request), Internal User Patches B (Editable, No Request)

VG-8 & VG8S-1

D/E y ***Adapt***

Patch (Editor with 932 Objects), Editor (No Editor)

Internal User Patches A (Editable, No Request), Internal User Patches B (Editable, No Request)

VM-7100

-/E y n/a y ***Module***

VM-7x00 Setup (Editor), Mixer (Editor), Effect Setup (Editor), Cascade Parameter (Editor), Dither (Editor), Gen/Osc (Editor), Levelmeter (Editor), Miscellaneous (Editor), Effect (Editor), Master Effect (Editor)

System Setup, Mixer, Effects Setup, Cascade Parameter, Dither Parameter, Gen/Osc Parameter, Levelmeter/Analys, Misc. Parameter, Effects, Master Effect

Vollständiges Editieren ohne VM-C7x00. Meter-Bridge in Software gelöst.

VM-7200

-/E y n/a y ***Module***

VM-7x00 Setup (Editor), Mixer (Editor), Effect Setup (Editor), Cascade Parameter (Editor), Dither (Editor), Gen/Osc (Editor), Levelmeter (Editor), Miscellaneous (Editor), Effect (Editor), Master Effect (Editor)

System Setup, Mixer, Effects Setup, Cascade Parameter, Dither Parameter, Gen/Osc Parameter, Levelmeter/Analys, Misc. Parameter, Effects, Master Effect

Vollständiges Editieren ohne VM-C7x00. Meter-Bridge in Software gelöst.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

XP-30

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Preset A Performances, Preset B Performances, Temp Patches (Part 1-9, 11-16), Temp Patch, User Patches, Card Patches, Preset A Patches, Preset B Patches, Preset C Patches, GM Patches (Preset D), PCM Card Patches, Exp-A Patches, Exp-B Patches, Exp-C Patches, Exp-D Patches, Temp Rhythm, User Rhythm, Card Rhythm, Preset A Rhythm, Preset B Rhythm, Preset C Rhythm, GM Rhythm (Preset D), PCM Card Rhythm, Exp-A Rhythm, Exp-B Rhythm, Exp-C Rhythm, Exp-D Rhythm, Setup

unterstützt RAM und PCM Cards sowie Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II)

RAM Card wird nicht unterstützt (im JV nicht implementiert).
Aktivieren Sie den Schalter "PCM Card", um wenigstens Lesezugriff zu erhalten.

XP-50

	Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Preset A Performances, Preset B Performances, Temp Patches (Part 1-9, 11-16), Temp Patch, User Patches, Card Patches, Preset A Patches, Preset B Patches, Preset C Patches, GM Patches (Preset D), PCM Card Patches, Exp-A Patches, Exp-B Patches, Exp-C Patches, Exp-D Patches, Temp Rhythm, User Rhythm, Card Rhythm, Preset A Rhythm, Preset B Rhythm, Preset C Rhythm, GM Rhythm (Preset D), PCM Card Rhythm, Exp-A Rhythm, Exp-B Rhythm, Exp-C Rhythm, Exp-D Rhythm, Setup

unterstützt RAM und PCM Cards sowie Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II)

RAM Card wird nicht unterstützt (im JV nicht implementiert).
Aktivieren Sie den Schalter "PCM Card", um wenigstens Lesezugriff zu erhalten.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

XP-80

D/E	y	y	y	***Module***

Performance (Editor), Patch (Editor), Rhythm (Editor), Setup (Editor)

Temp Performance, Int Performances, Card Performances, Preset A Performances, Preset B Performances, Temp Patches (Part 1-9, 11-16), Temp Patch, User Patches, Card Patches, Preset A Patches, Preset B Patches, Preset C Patches, GM Patches (Preset D), PCM Card Patches, Exp-A Patches, Exp-B Patches, Exp-C Patches, Exp-D Patches, Temp Rhythm, User Rhythm, Card Rhythm, Preset A Rhythm, Preset B Rhythm, Preset C Rhythm, GM Rhythm (Preset D), PCM Card Rhythm, Exp-A Rhythm, Exp-B Rhythm, Exp-C Rhythm, Exp-D Rhythm, Setup

unterstützt RAM und PCM Cards sowie Expansion Boards (Pop, Orchestral, Piano, Vintage Synth, World, Dance, SuperSoundSet, 60's/70's Keys, Session, Bass & Drums, Techno, Hip Hop, Vocal Collection, World Asia, Xperience, Xperience II)

RAM Card wird nicht unterstützt (im JV nicht implementiert).
Aktivieren Sie den Schalter "PCM Card", um wenigstens Lesezugriff zu erhalten.

Sequential

http://www.synthmuseum.com/sequ/index.html

Drumtraks

n	n/a	n/a	***Adapt***

All (No Editor)

(Memory)

Max

y	n/a	n/a	***Adapt***

Sound Program

All Programs (Editable)

Multi-Trak

y	n	n	***Adapt***

Programs and Stacks, Sound Program (Editor with 138 Objects), All Stacks, All Sequences

All Programs and Stacks (Editable), Sound Bank (Editable), Stacks (Editable), Sequences (Editable)

Prophet T8

n	n/a	y	***Adapt***

Program (No Editor)

Lower Programs (Memory, AutoLink), Upper Programs (Memory, AutoLink)

Prophet VS

D/E	y	y	y	***Adapt***

Program (Editor with 335 Objects, Default Values), User-Wave (Editor with 11 Objects), Rom-Wave

EDIT = 99 (Editable), PROGRAMS (Memory, AutoLink), USER-WAVES (Editable, Memory, No Single Dump)

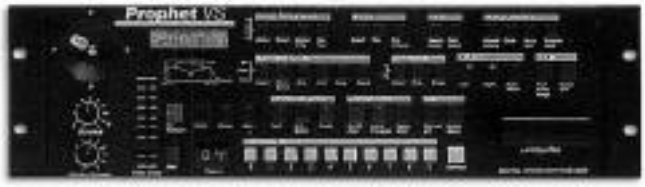
Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Prophet VS Rack

D/E y y y ***Adapt***



Program (Editor with 335 Objects, Default Values), User-Wave (Editor with 11 Objects), Rom-Wave

EDIT = 99 (Editable), PROGRAMS (Memory, AutoLink), USER-WAVES (Editable, Memory, No Single Dump)

Prophet-10

y n/a n ***Adapt***

Program

Program (Editable)

Prophet-5

n n/a y ***Adapt***

Program (No Editor)

Bank a (Edit Buffer, AutoLink), Bank b (Edit Buffer, AutoLink), Bank c (Edit Buffer, AutoLink)

Prophet-600

D/E y n/a y ***Adapt***

Program (Editor with 83 Objects)

Edit Program (Editable), Programs (Memory, AutoLink)

Neueste Firmware (0.8) erforderlich.
Edit Buffer nicht direkt ansprechbar -> Speicherplatz 99 kann nicht benutzt werden

SIX-TRAK

y n/a y ***Adapt***

Patch (Editor with 155 Objects), Sequence/Stack (Editor with 83 Objects)

Edit Patch (Editable), Bank (Memory, AutoLink), SEQ/STACK (Editable, Memory)

Conversion from Adaptation: SIX-TRAK bit MAP to Patch, SIX-TRAK bit MAP to Sequence/Stack

Sony

SONY

http://bpgprod.sel.sony.com/home.bpg

DPS-D7

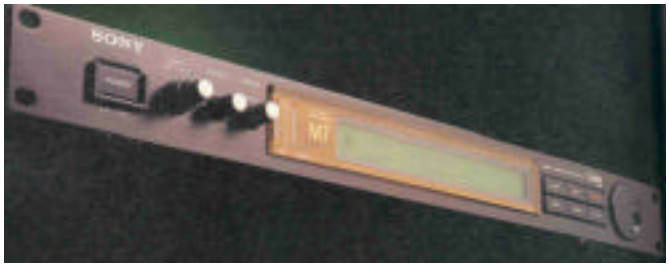
D/E y n/a n ***Adapt***

Effect, System, MIDI

User Memory (Editable, Memory), System (Editable, Memory), MIDI (Editable, Memory)

DPS-M7

D/E y n/a n ***Adapt***



Effect, System, MIDI

User Memory (Editable, Memory), System (Editable, Memory), MIDI (Editable, Memory)

DPS-R7

D/E y n/a n ***Adapt***

Effect, System, MIDI

User Memory (Editable, Memory), System (Editable, Memory), MIDI (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

DPS-V55

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	y	***Adapt***

System (Editor with 398 Objects), Effect (Editor with 30 Objects), Remote Front Panel (Editor with 10 Objects), EffectType (No Editor)

User 1 (200's) (Editable, Memory, AutoLink), User 2 (300's) (Editable, Memory, AutoLink), Preset 1 (000's) (ROM, Card, AutoLink), Preset 2 (100's) (ROM, Card, AutoLink), System (Editable, Memory)

Effekt-Editoren nicht vollständig

DPS-V77

Hilfe	Scan	Abh.	Namen	Typ
	y	n/a	y	***Adapt***

System (No Editor), Effect (No Editor)

User 1 (Editable, Memory), User 2 (Editable, Memory), Preset 1 (ROM, AutoLink), Preset 2 (ROM)

HR-MP5

Hilfe	Scan	Abh.	Namen	Typ
	D/E	n	n/a	n	***Adapt***

Program (No Editor), System (No Editor)

User-Memory (No Request), System (No Request)

Studio Electronics

http://www.studioelectronics.com/

ATC-1

Hilfe	Scan	Abh.	Namen	Typ
	D/-	y	n/a	y	***Adapt***

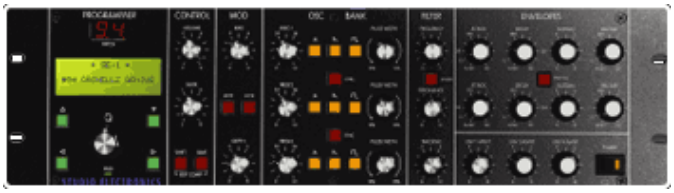
Patch (Editor with 154 Objects)

Edit Patch (509) (Editable, No Request), Bank 1 (Memory, AutoLink), Bank 2 (Memory, AutoLink), Bank 3 (Memory, AutoLink), Bank 4 (Memory, AutoLink)

Bitte genau die Installationsanweisungen in der Online-Hilfe lesen

SE-1

Hilfe	Scan	Abh.	Namen	Typ
	D/E	n/a	n/a	y	***Adapt***



Prog (Editor with 135 Objects)

Bank A or Bank B (Editable, Memory, No Request)

Syntecno

http://www.xs4all.nl/~syntecno/index.htm

T-303

Hilfe	Scan	Abh.	Namen	Typ
	n	n/a	n	***Adapt***

Program (Editor with 64 Objects, Default Values)

PROGRAM (Editable, Memory, No Request)

Konvertierung von Adaptation: T-303v23 auf Program, T-303 auf Program
Konvertierung von Adaptation: T-303 auf Program, T-303v21 auf Program

Zwei verschiedene Adaptionen für Version 2.1 und 2.3 nötig

t.c.

http://www.tcelectronic.com

1128

Hilfe	Scan	Abh.	Namen	Typ
	D/E	y	y	y	***Adapt***

Version# (Editor with 11 Objects), Menu (Editor with 153 Objects), Analyzer (Editor with 35 Objects, Default Values), TEMPORARY EQ (Editor with 80 Objects, Default Values), PRESET, frequency table

Analyzer (Editable, Memory), Temporary EQ (Editable), Menu (Editable), EQ MODEL (Editable), Equalizer settings (Memory, AutoLink)

regelmäßige Aktualisierung der Analyzer-Anzeige; Fernbedienungs-Editor
Conversion from Type: TEMPORARY EQ to PRESET

D = deutsche Online-Hilfe; E = englische Online-Hilfe
y = unterstützt; n = nicht unterstützt; n/a = nicht möglich

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

2290

D/E y y y ***Adapt***

System setup (Editor with 136 Objects, Default Values), Preset (Editor with 139 Objects, Default Values), Front (Editor with 109 Objects), Assign names, Keycodes

System Setup (Editable, Memory), FRONT PANEL (Editable, Memory), PRESETS (Editable, Memory, AutoLink)

Fernbedienungs-Editor

M5000

y n/a y ***Adapt***

Preset (Editor with 12 Objects), System (No Editor), NAMES (No Editor), NAMES 2 (No Editor), REVERB-1 (Editor with 72 Objects, Default Values), REVERB-2 (Editor with 78 Objects, Default Values), REVERB-3 (Editor with 64 Objects, Default Values), NONLIN-1 (Editor with 42 Objects, Default Values), CHORUS-1 (Editor with 57 Objects, Default Values), REVPITCH (Editor with 138 Objects, Default Values), PITCH -1 (Editor with 128 Objects, Default Values), PITCH -2 (Editor

Preset (Editable), RAM Preset Names (Memory, AutoLink), FILE Preset Names (Memory, Card), ROM Preset Names 1-99 (ROM), ROM Preset Names 100-118 (ROM), MD2 Preset Names (ROM), REVERB-1 (Editable), REVERB-2 (Editable), REVERB-3 (Editable), NONLIN-1 (Editable), CHORUS-1 (Editable), REVPITCH (Editable), PITCH-1 (Editable), PITCH-2 (Editable), DELAY-1 (Editable), DELAY-2 (Editable), SAMPLE-1 (Editable), AMBIENCE (Editable), TAPFAC-1 (Editable), PARAM.EQ (Editable), DYNAMIC1 (Editable, No Request), SYSTEM (Editable, No Request), PRG MAP (Editable), METERS (Editable, ROM)

Tascam

TASCAM®

http://www.tascam.com

LMTC/TSR-16 Remote

D/E n/a n/a n/a ***Adapt***

Track enable (Editor with 22 Objects), MSR-16 REMOTE (Editor with 27 Objects)

Track enable (Editable, No Request), MSR-16 REMOTE (Editable, No Request)

LMTC/TSR-8 Remote

D/E n/a n/a n/a ***Adapt***

TSR-8 REMOTE (Editor with 40 Objects, Default Values)

TSR-8 REMOTE (Editable, No Request)

M-2516

D/E n/a n/a y ***Adapt***

Scene (Editor with 41 Objects)

BANK 0 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 1 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 2 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 3 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 4 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 5 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 6 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 7 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 8 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 9 (Editable, Memory, AutoLink, No Request, No Single Dump)

Conversion from Adaptation: M-2524 to Scene

M-2524

D/E n/a n/a y ***Adapt***

Scene (Editor with 49 Objects)

BANK 0 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 1 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 2 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 3 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 4 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 5 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 6 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 7 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 8 (Editable, Memory, AutoLink, No Request, No Single Dump), BANK 9 (Editable, Memory, AutoLink, No Request, No Single Dump)

Conversion from Adaptation: M-2516 to Scene

Waldorf

waldorf

http://www.waldorf-gmbh.de

4pole

y n/a y ***Adapt***

Program (Editor with 78 Objects, Default Values)

Programs (Editable, Memory, AutoLink)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Microwave

D/E y y y ***Module***

Multi (Editor), Sound (Editor), Wavetable (Editor), Wave (Editor), Tuning Table (Editor), Velocity Table (Editor), Program Change Table (Editor), Global Data (Editor)

Edit Multi, Internal Multis, Card Multis, Instruments, Edit Sound, Internal Sounds, Card Sounds, Internal Wavetables, Card Wavetables, ROM Wavetables, ROM2 Wavetables, Internal Waves, Card Waves, ROM Waves, ROM2 Waves, Internal Tuning Tables, Card Tuning Tables, Internal Velocity Tables, Card Velocity Tables, Sound PC Map, Multi PC Map, Global Data

unterstützt Card; beachtet Software-Version; grafischer Wave-Editor mit Additiver Synthese; Wavetable-Editor zeigt Wavesteps und Interpolations-Steps grafisch an; Overview im Sound-Editor; volle Unterstützung von V2.0: UPAW (User programmable Algorithmic Wavetable) Editor mit grafischer Anzeige der resultierenden Wellenform; Bereichsfunktionen in Velocity und Tuning Table-Editoren; Import von Sample-Dateien: erzeugt eine Wavetable und eine definierbare Anzahl von Waves.

Version 1.20 oder neuer wird empfohlen; bei älteren Versionen gibt es Einschränkungen im Bedienungskomfort.

Microwave II

D/E n y y ***Module***

Multi (Editor), Sound (Editor), Wavetable (Editor), Wave (Editor), Global Data (Editor)

Edit Multi, Internal Multis, Instruments, Edit Sound, Internal Sounds, Internal Wavetables, ROM Wavetables, Internal Waves, ROM Waves, Global Data

grafischer Wave-Editor mit Additiver Synthese; Wavetable-Editor zeigt Wavesteps und Interpolations-Steps grafisch an; Overview im Sound-Editor; UPAW (User programmable Algorithmic Wavetable) Editor mit grafischer Anzeige der resultierenden Wellenform; Import von Sample-Dateien: erzeugt eine Wavetable und eine definierbare Anzahl von Waves.

Verwenden Sie dieses MWII-Modul statt der Interim-Adaption "Microwave II".

Microwave PC

D/E n y y ***Module***

Multi (Editor), Sound (Editor), Wavetable (Editor), Wave (Editor), Global Data (Editor)

Edit Multi, Internal Multis, Instruments, Edit Sound, Internal Sounds, Internal Wavetables, ROM Wavetables, Internal Waves, ROM Waves, Global Data

grafischer Wave-Editor mit Additiver Synthese; Wavetable-Editor zeigt Wavesteps und Interpolations-Steps grafisch an; Overview im Sound-Editor; UPAW (User programmable Algorithmic Wavetable) Editor mit grafischer Anzeige der resultierenden Wellenform; Import von Sample-Dateien: erzeugt eine Wavetable und eine definierbare Anzahl von Waves.

Verwenden Sie dieses MWII-Modul statt der Interim-Adaption "Microwave II".

Microwave XT

D/E n y y ***Module***

Multi (Editor), Sound (Editor), Wavetable (Editor), Wave (Editor), Global Data (Editor)

Edit Multi, Internal Multis, Instruments, Edit Sound, Internal Sounds, Internal Wavetables, ROM Wavetables, Internal Waves, ROM Waves, Global Data

grafischer Wave-Editor mit Additiver Synthese; Wavetable-Editor zeigt Wavesteps und Interpolations-Steps grafisch an; Overview im Sound-Editor; UPAW (User programmable Algorithmic Wavetable) Editor mit grafischer Anzeige der resultierenden Wellenform; Import von Sample-Dateien: erzeugt eine Wavetable und eine definierbare Anzahl von Waves.

Verwenden Sie dieses MWII-Modul statt der Interim-Adaption "Microwave II".

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

Midibay

D/E y n/a y ***PBay***

Program

Programs

Pulse

D/E y n/a y ***Adapt***

Program (Editor with 153 Objects, Default Values), Global parameters (Editor with 8 Objects)

Edit Program (Editable), Programs (Memory, AutoLink), Global parameters (Editable, Memory)

Pulse Plus

D/E y n/a y ***Adapt***

Program (Editor with 153 Objects, Default Values), Global parameters (Editor with 8 Objects)

Edit Program (Editable), Programs (Memory, AutoLink), Global parameters (Editable, Memory)

Q

-/E n y y ***Adapt***

Sound (Editor with 764 Objects), Drum Map (Editor with 436 Objects), Multi (Editor with 348 Objects), Pattern (Editor with 627 Objects), Global Data (Editor with 71 Objects)

Edit Sound (Edit Buffer, AutoLink), Edit Drum Map (Edit Buffer, AutoLink), Edit Pattern (Edit Buffer, AutoLink), Edit Multi (Edit Buffer, AutoLink), Sounds Bank A (Memory, AutoLink), Sounds Bank B (Memory, AutoLink), Sounds Bank C (Memory, AutoLink), Sounds Bank X Memory card (Memory, Card), Drum Map D (Memory, AutoLink), Pattern (Memory, AutoLink), Multis (Memory, AutoLink), Multi Instrument Edit Sound (Edit Buffer, AutoLink), Global Data (Edit Buffer, Memory, AutoLink)

Yamaha

http://www.yamaha.com

01v

Adapt

Scene Memory (No Editor, Default Values), EQ Program (No Editor), Dynamics Program (No Editor), Effects Program (No Editor), Program Change Assign (No Editor, Default Values), Control Change Assign (No Editor, Default Values), Setup Memory (No Editor, Default Values), Remote (Internal) (No Editor), Remote (MMC) (No Editor), Remote (User Define) (No Editor)

Scene Edit Buffer (Editable), Scene Memories (Memory, AutoLink), Setup Memory (Editable, Memory), Program Change Assign (Editable, Memory), Control Change Assign (Editable, Memory), EQ Library Preset Programs (ROM, Card), EQ Library User Programs (Memory), Dynamics Library Preset Programs (ROM, Card), Dynamics Library User Programs (Memory), Effect 1 (Editable), Effect 2 (Editable), Effects Library Preset Programs (ROM, Card), Effects Library User Programs (Memory), Remote (Internal) (Editable, Memory), Remote (MMC) (Editable, Memory), Remote (User Define) (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

02R

y n y ***Adapt***

Scene (No Editor), Pgm Table (No Editor), Setup (No Editor), Effect (No Editor), EQ (No Editor), Dynamics (No Editor), View (No Editor), Automix (No Editor)

Current Scene (Editable), Scene Memory (Memory), Pgm Table (Editable, Memory), Setup (Editable, Memory), Effect Library (Memory), EQ Library (Memory), Dynamics Libary (Memory), View Libary (Memory), Automix (Memory)

03D

y n y ***Adapt***

Scene Memory (Editor with 999 Objects), EQ Program (No Editor), Dynamics Program (No Editor), Effects Program (No Editor), Channel Program (No Editor), Program Change Assignment Table (No Editor), Control Change Assignment Table (Editor with 8 Objects), Setup Memory (Editor with 13 Objects), Midi Remote (No Editor)

Setup Memory (Edit Buffer, Memory), Program Change Assignment Table (Memory), Control Change Assignment Table (Edit Buffer, Memory), Scene Edit Buffer (Edit Buffer), Scene Memories (Memory, AutoLink), EQ Library Preset Programs (ROM, Card), EQ Library User Programs (Memory), Dynamics Library Preset Programs (ROM, Card), Dynamics Library User Programs (Edit Buffer, Memory), Effects Library Preset Programs (ROM, Card), Effects Library User Programs (Memory), Channel Library User Programs (Memory), Midi Remote Programs (Edit Buffer, Memory)

AN1x

D/E y n/a y ***Adapt***

System (Editor with 54 Objects, Default Values), Current Voice (Editor with 1301 Objects, Default Values), Voice (No Editor, Default Values), Sequence (Editor with 97 Objects, Default Values)

System (Editable), Current Voice (Editable, AutoLink), User Voices (Memory, AutoLink), Current Step sequence (Editable), User Step sequences (Memory)

Restliche Editoren in Vorbereitung

B200

D/E y n n ***Adapt***

VCED (Editor with 249 Objects), ACED (No Editor), YS Parameters (No Editor), System (No Editor), VMEM (No Editor), Effect (No Editor)

Edit Voice (Editable), Add.Params (Editable), ADD For YS (Editable), Edit Eff (Editable), System Setup (Editable), User 00-24 (Memory, No Single Dump), User 25-49 (Memory, No Single Dump), User 50-74 (Memory, No Single Dump), User 75-99 (Memory, No Single Dump)

CBX-K1XG

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

CBX-T3

y y y ***Adapt***

System, Multi Common, Multi Part, Voice (Editor with 9 Objects), Drums Part, System Information, Program Change Table (Editor with 50 Objects)

System (Editable, Memory, ROM), Multi Common (Editable, Memory), Multi Parts 1-9 (Editable, Memory), Multi Part 10 (Editable, Memory), Multi Parts 11-16 (Editable, Memory), Drums Part (Editable, Memory), Internal Voice Memory (Editable, Memory), Preset Voice Memory (ROM, AutoLink), More Preset Voice Memory (Memory, ROM), System Information (ROM), Program Change Table (Editable, Memory)

Clavinova PF P-100

D/E y y y ***Adapt***

System Setup (Editor with 95 Objects), PRG-Change transmit Map, PRG-Change recieve Map, Voices

System Setup (Editable, Memory, No Single Dump), PRG transmit Map (Editable, Memory, No Single Dump), PRG recieve Map (Editable, Memory, No Single Dump), Voice (Editable, ROM, AutoLink)

Voices nicht editierbar (ROM)

CS1x

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

CS2x

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

CS6R

y y y ***Module***

System (E), Performance (E), Normal Voice (E), Drum Voice (E)

Edit System, Edit Perf., Edit Voice, int. Performances, ext. Performances, int. Voices, ext. Voices, Edit DrVoice, int. DrumVoice, ext. DrumVoice

CS6x

y y y ***Module***

System (E), Performance (E), Normal Voice (E), Drum Voice (E)

Edit System, Edit Perf., Edit Voice, int. Performances, ext. Performances, int. Voices, ext. Voices, Edit DrVoice, int. DrumVoice, ext. DrumVoice

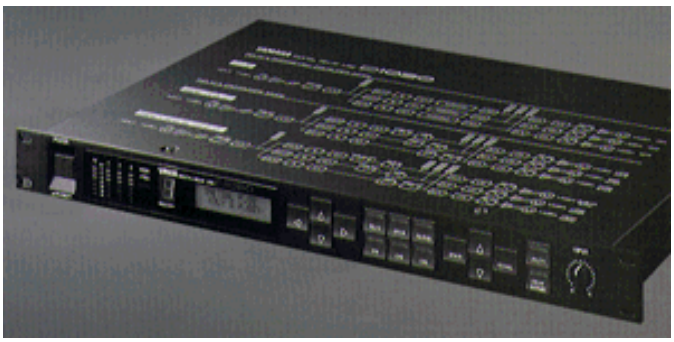
Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

D1030

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n/a	n	***Adapt***

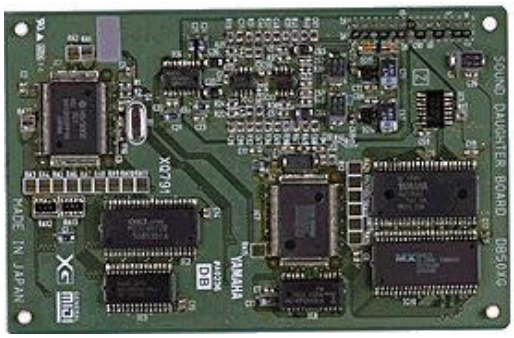


P.EQ, 3WAY, 2WAY, Program Change Table, System Setup

P.EQ (Editable, Memory), 3WAY (Editable, Memory), 2WAY (Editable, Memory), Program Change Table (Editable, Memory), System Setup (Editable, Memory)

DB50XG

Hilfe	Scan	Abh.	Namen	Typ
D/E	n/a	n/a	y	***Module***



System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

DMC1000

Hilfe	Scan	Abh.	Namen	Typ
	y	n	n	***Adapt***

Scene (No Editor), Program Change Assignment (No Editor), Controller Assignment (No Editor), Setup (No Editor)

Scene Edit Buffer (Editable), Internal Scene Memory (Memory), Card Scene Memory (Memory, Card), Program Change Assignment (Editable, Memory), Controller Assignment (Editable, Memory), Setup (Editable, Memory)

DMP11

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n	y	***Adapt***

Memory, PC Table, Control Assignment Table, MIDI Setup, Effect Preset

Edit Buffer (Editable), Memory (Memory, No Single Dump), PC Tables (Editable, Memory), Control Assignment Table (Editable, Memory), MIDI Setup (Editable, Memory), Effect Preset (Editable, Memory)

DMP7

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	n	n	***Adapt***

Memory, PC Table, Note Assignment Table, Control Assignment Table, Condition Setup

Edit Buffer (Editable), Internal Memory (Memory), Cartridge Memory (Memory, Card), PC Tables (Editable, Memory), Note Assignment Table (Editable, Memory), Control Assignment Table (Editable, Memory), Condition Setup (Editable, Memory)

DMP9-16

Hilfe	Scan	Abh.	Namen	Typ
D/E	y	y	y	***Adapt***

Scene Memory (Editor with 924 Objects, Default Values), Program Change Assign (Editor with 274 Objects, Default Values), Control Change Assign (Default Values), Setup Memory (Editor with 386 Objects, Default Values), Input Fader, Master Fader, Pan/Width, Balance, name table, effect name table, effect parameter name

temporary Scene (Editable), Control Assign (Editable, Memory), System Setup (Editable, Memory), PGR Change Tab. (Editable, Memory), Scenes 1-50 (Memory, AutoLink)

ausführlicher farbiger Scene-Editor

DMP9-8

Hilfe	Scan	Abh.	Namen	Typ
	y	y	y	***Adapt***

Scene Memory (Editor with 504 Objects, Default Values), Program Change Assign (Editor with 274 Objects, Default Values), Control Change Assign (Default Values), Setup Memory (Editor with 230 Objects, Default Values), Input Fader, Master Fader, Pan/Width, Balance, name table, effect name table, effect parameter name

temporary Scene (Editable), Control Assign (Editable, Memory), System Setup (Editable, Memory), PGR Change Tab. (Editable, Memory), Scenes 1-50 (Memory, AutoLink)

ausführlicher farbiger Scene-Editor

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

DTX

	n	n/a	n/a	***Adapt***

System (Editor with 68 Objects), Kit (Editor with 1537 Objects), Pattern (No Editor), Song (Editor with 8 Objects), Stack (Editor with 28 Objects), Instrument Sound Names (No Editor)

System (Editable), Edit Drum Kit (Editable), Edit Pattern (Editable), Edit Song (Editable), Edit Stack (Editable)

DTX Version 2 erforderlich

DX100

D/E	n	n/a	y	***Adapt***

Voice (Editor with 255 Objects, Default Values), Voice (No Editor)

Edit Voice (Editable), Internal Voices 1-32 (Memory, AutoLink, No Single Dump)

Conversion from Adaptation: TX81Z to Voice, DX11 to Voice
Conversion from Type: Voice to Voice

DX11

D/E	y	y	n	***Adapt***

VCED (No Editor), Voice (Editor with 330 Objects, Default Values), Voice (No Editor), Performance (Editor with 212 Objects, Default Values), Performance (No Editor), System (Editor with 35 Objects, Default Values), Prg.Ch.Table (Editor with 258 Objects, Default Values), Effect Data (Editor with 84 Objects, Default Values), MicTuneOct (Editor with 26 Objects, Default Values), MicTuneKbd (Editor with 258 Objects, Default Values), Voice (Editor with 244 Objects, Default Values)

Edit Perf. (Editable), Edit Voice (Editable), System (Editable, Memory), Prg.Ch.Table (Editable, Memory), Effect Data 1 (Editable, Memory), Mic Tune Oct (Editable, Memory), Mic Tune Kbd (Editable, Memory), Internal Voices 1-32 (Memory, No Single Dump), Internal Performances 1-32 (Memory, No Single Dump), Effect Data 2 (Editable, Memory), Effect Data 3 (Editable, Memory), Effect Data 4 (Editable, Memory), System 2 (Editable, Memory)

Conversion from Type: Voice to Voice, Performance to Performance

DX21

D/E	n	n/a	y	***Adapt***

Voice (Editor with 255 Objects, Default Values), Voice (No Editor)

Edit Voice (Editable), Internal Voices 1-32 (Memory, AutoLink, No Single Dump)

Conversion from Adaptation: TX81Z to Voice, DX11 to Voice
Conversion from Type: Voice to Voice

DX27

D/E	n	n/a	y	***Adapt***

Voice (Editor with 255 Objects, Default Values), Voice (No Editor)

Edit Voice (Editable), Internal Voices 1-32 (Memory, AutoLink, No Single Dump)

Conversion from Adaptation: TX81Z to Voice, DX11 to Voice
Conversion from Type: Voice to Voice

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

DX27s

D/E	n	n/a	y	***Adapt***

Voice (Editor with 255 Objects, Default Values), Voice (No Editor)

Edit Voice (Editable), Internal Voices 1-32 (Memory, AutoLink, No Single Dump)

Conversion from Adaptation: TX81Z to Voice, DX11 to Voice
Conversion from Type: Voice to Voice

DX7

D/E	y	y	y	***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

DX7 II

D/E	y	y	y	***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

DX7 II FD

D/E	y	y	y	***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

DX7IIE!

D/E y n/a n/a ***Adapt***

E! RAM 1 (No Editor), E! RAM 2 (No Editor), E! RAM 3 (No Editor), SE! 1 (No Editor), SE! 2 (No Editor), SE! 3 (No Editor), System Setup (Editor with 41 Objects, Default Values)

E! RAM 1 (Memory), E! RAM 2 (Memory), E! RAM 3 (Memory), SE! 1 (Memory, Card), SE! 2 (Memory, Card), SE! 3 (Memory, Card), System Setup (Editable, Memory)

unterstützt Empfangen und Senden der zusätzlichen E!-Parameter

EMT10

n n/a n ***Remote***

Panel-Data (Editor with 38 Objects, Default Values)

Edit-Item (Editable, No Dump)

EX5

D/E y y y ***Module***

Performance (E), Voice (E), Front Panel (E)

Cur. Perf., Performance, Cur. Voice, Preset Voices 1, Preset Voices 2, Internal Voices 1, Internal Voice 2, Front Panel

EX5R

D/E y y y ***Module***

Performance (E), Voice (E), Front Panel (E)

Cur. Perf., Performance, Cur. Voice, Preset Voices 1, Preset Voices 2, Internal Voices 1, Internal Voice 2, Front Panel

EX7

D/E y y y ***Module***

Performance (E), Voice (E), Front Panel (E)

Cur. Perf., Performance, Cur. Voice, Preset Voices 1, Preset Voices 2, Internal Voices 1, Internal Voice 2, Front Panel

FB-01

D/E y y n ***Adapt***

Voice (Editor with 204 Objects), Configuration (Editor with 165 Objects), Identifizierung (Editor with 18 Objects)

C-Puffer (Editable), Configur. (Memory), ROM (ROM), Instr. 1 (Editable), Instr. 2 (Editable), Instr. 3 (Editable), Instr. 4 (Editable), Instr. 5 (Editable), Instr. 6 (Editable), Instr. 7 (Editable), Instr. 8 (Editable), RAM-Bank 1 (Memory, No Single Dump), RAM-Bank 2 (Memory, No Single Dump), Voices ROM1 (3) (ROM, No Single Dump), Voices ROM2 (4) (ROM, No Single Dump), Voices ROM3 (5) (ROM, No Single Dump), Voices ROM4 (6) (ROM, No Single Dump), Voices ROM5 (7) (ROM, No Single Dump), Identifizierung (Editable)

FS1R

D/E y y y ***Module***

System (E), Performance (E), Voice (E), Fseq (E)

Edit System, Edit Performance, Edit Fseq, Internal Performances, Preset A Performances - Keyboard, Preset B Performances - Keyboard, Preset C Performances - Guitar, Internal Voices, Preset A Voices - Formant, Preset B Voices - Formant, Preset C Voices - DX7, Preset D Voices - DX7, Preset E Voices - DX7, Preset F Voices - DX7, Preset G Voices - DX7, Preset H Voices - DX7, Preset I Voices - DX7, Preset J Voices - DX7, Preset K Voices - DX7, Preset FSEQs, Internal FSEQs

FSEQs können vollständig editiert werden.

FX900

D/E y n y ***Adapt***

Memory Bulk Data, Program Change Table, System Setup

User (Memory), Program Change Table (Memory), System Setup

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

MU10

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

MU100R

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

MU128

D/E n/a n/a y ***Module***

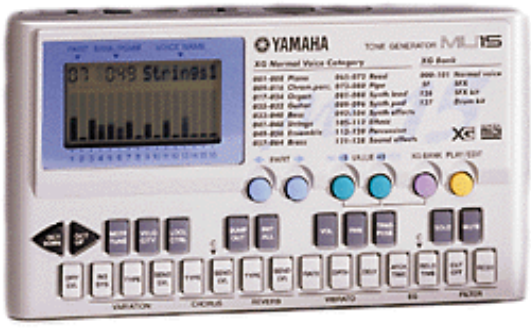
System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

MU15

D/E n/a n/a y ***Module***



System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

MU50

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

MU80

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

MU90R

D/E n/a n/a y ***Module***

System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

Pro R3

y	n/a	n	***Adapt***

Program (No Editor), Bank/Program Change Table (No Editor), User ER Pattern (No Editor), System Setup (No Editor)

System Setup, Programs (Memory), Bank/Program Change Tables, User ER Pattern (No Request)

ProMix 01

D/E	y	y	***Adapt***

Scene (Editor with 664 Objects), Program Assign (Editor with 274 Objects), Control Assign (Editor with 17 Objects), Setup (Editor with 71 Objects), Backup Memory (Editor with 71 Objects), Effect (Editor with 18 Objects), Compressor (Editor with 18 Objects), EQ (Editor with 37 Objects), LCD Bit Pattern (No Editor), Name tables (No Editor)

temp. Scene (Editable), Scenes 1-50 (Memory, AutoLink), Setup (Editable, Memory), Backup (Editable, Memory), Control Assign (Memory), PGR Change Tab. (Editable, Memory), User EQ (Editable, Memory), User Effects (Editable, Memory), User Compressor (Editable, Memory)

ausführlicher farbiger Scene-Editor

QY10

D/E	n/a	n/a	***Adapt***

DataBlock (Editor with 91 Objects, Default Values), ASCIIBlock (Editor with 7 Objects), SongBlock (Editor with 255 Objects, Default Values)

ALL (D.BLOCK 1-8:SONGS; 9:SETUP; 10-:HQ PATTERN+SONG) (Editable, Memory, No Request, No Single Dump), HQ SONG DATA (Editable, Memory, No Request, No Single Dump), SONG DATA (Editable, Memory, No Request, No Single Dump)

REV500

D/E	y	n/a	n ***Adapt***

Program (No Editor), Program Change Table (Editor with 256 Objects, Default Values), System Setup (No Editor), Remote Control (Editor with 53 Objects)

RT Control (Editable, Card, Remote Control), Current Prog (ROM), PC Table (Editable, Memory), System Setup (Editable, Memory), User Programs (Editable, Memory), Preset Programs (ROM, Card, Remote Control)

RM50

D/E	y	y	y ***Adapt***

Voice (Editor with 197 Objects), Kit (Editor with 725 Objects), Channel Setup (No Editor), System Setup (No Editor), Program Change Table (No Editor)

Internal Voice (Edit Buffer, Memory), Internal Kit (Edit Buffer, Memory, AutoLink), Preset Kit (Memory, ROM, AutoLink, Remote Control), Channel Setup (Edit Buffer, Memory), System Setup (Edit Buffer, Memory), Program Change Table (Edit Buffer, Memory)

S30

y	y	y	***Module***

System (E), Performance (E), Normal Voice (E), Drum Voice (E)

Edit System, Edit Perf., Edit Voice, int. Performances, ext. Performances, int. Voices, ext. Voices, Edit DrVoice, int. DrumVoice, ext. DrumVoice

S80

y	y	y	***Module***

System (E), Performance (E), Normal Voice (E), Drum Voice (E)

Edit System, Edit Perf., Edit Voice, int. Performances, ext. Performances, int. Voices, ext. Voices, Edit DrVoice, int. DrumVoice, ext. DrumVoice

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

SPX1000

D/E y n n ***Adapt***

Memory Data (No Editor), Program Change Table (No Editor), ER Pattern (No Editor), System Setup (No Editor)

Memory (Memory), Program Change Table (Memory), ER Pattern (Memory), System Setup

SPX90

y n n ***Adapt***

Effekt (Editor with 20 Objects), PRG/Parameter Nr. (Editor with 16 Objects)

ROM Bank (1-30) (ROM), RAM Bank (31-99) (Editable, Memory), PRG/Par.Nr. (Editable, Memory)

Editoren noch in Entwicklung

SPX900

D/E y n y ***Adapt***

MEMORY (Editor with 979 Objects, Default Values), PRG BANK (Editor with 260 Objects), USER ER PATTERN (Editor with 57 Objects), SETUP (Editor with 23 Objects)

MEMORY 1-50 (ROM) (Editable, ROM, AutoLink), MEMORY 51-99 (RAM) (Editable, Memory, AutoLink), PGR BANK (Editable, Memory), ER PATTERN (Editable, Memory), SYSTEM (Editable, Memory)

Conversion from Adaptation: SPX1000 to MEMORY, SPX1000 to USER ER PATTERN, SPX1000 to PRG BANK

SPX990

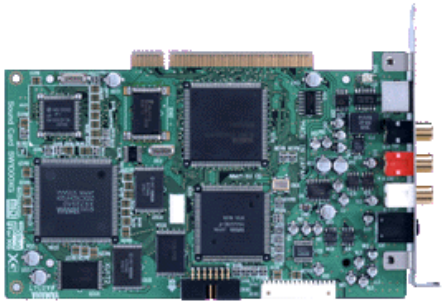
D/E y n n ***Adapt***

Memory, Program Change Table, User Scale, System Setup

User Memory (Editable, Memory), Prg Change Bank (Editable, Memory), User Scales (Editable, Memory, No Single Dump), System Setup (Editable, Memory)

SW1000XG

D/E n/a n/a y ***Module***



System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

SY55

y n y ***Adapt***

Multi (Editor with 252 Objects, Default Values), Voice (Editor with 1028 Objects), Drum Set (Editor with 706 Objects, Default Values), System (Editor with 24 Objects, Default Values), Error Information (No Editor), (preset wave) (No Editor), (eff-param-display) (No Editor), (3 letters) (No Editor)

Edit Multi (Editable), Int. Multis (Memory, AutoLink), Preset Multis (ROM, AutoLink), Edit Drum Set (Editable), Edit Voice (Editable), Internal Voices (Memory, AutoLink), Intern Drum Sets (Memory, AutoLink), Preset Voices (ROM, AutoLink), Preset Drum Sets (ROM, AutoLink), System (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

SY77

D/E	y	y	y	***Module***

Multi (Editor), Voice (Editor), Pan (Editor), Micro Tuning (Editor), Waveform (Editor), Sample (Editor), Synth Setup (Editor), Sequencer Setup (Editor), Master Control (Editor)

Edit Multi, Internal Multis, Preset Multis, Edit Voice, Internal Voices, Preset 1 Voices, Preset 2 Voices, Internal Pans, Preset Pans, Internal Micro Tunings, Synth Setup, Sequencer Setup, Internal Waveforms, Internal Samples, Master Control

konvertiert alle Datentypen zwischen allen 3 Modellen; Effektdaten können zwischen 77 und 99 in beiden Richtungen kopiert werden, sogar besser als es der SY99 kann; konvertiert Voices vom DX7; grafische Anzeige und Editierung von AFM-Algorithmen; Free Algorithm Edit ermöglich völlig neue Algorithmus-Typen; Filter Link: koppelt Filter zu 24dB; aufwendige 77 und 99 Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Voices und Multis möglich; Voices können im Multi-Mode editiert werden; Bereichsfunktionen für Micro Tuning Editor; SY99

Cards werden nicht unterstützt aufgrund unzureichender Implementation in SY/TG

SY85

y	n	y	***Adapt***

Performance (No Editor), Multi (No Editor), Voice (No Editor), Drum Voice (No Editor), Synth Setup (No Editor), Seq Setup (No Editor)

Edit Perf (Editable), INT1 Performances (Memory, AutoLink), INT2 Performances (Memory, AutoLink), Multis (Memory), Edit Voice (Editable), INT1 Voices (Memory, AutoLink), INT2 Voices (Memory, AutoLink), INT3 Voices (Memory, AutoLink), INT4 Voices (Memory, AutoLink), Edit Drum (Editable, No Request), INT1 Drum (Memory), INT2 Drum (Memory), INT3 Drum (Memory), INT4 Drum (Memory), Synth Setup (Editable, Memory), Seq Setup (Editable, Memory)

SY99

D/E	y	y	y	***Module***

Multi (Editor), Voice (Editor), Pan (Editor), Micro Tuning (Editor), Waveform (Editor), Sample (Editor), Synth Setup (Editor), Sequencer Setup (Editor), Master Control (Editor)

Edit Multi, Internal Multis, Preset Multis, Edit Voice, Internal Voices, Preset 1 Voices, Preset 2 Voices, Internal Pans, Preset Pans, Internal Micro Tunings, Synth Setup, Sequencer Setup, Internal Waveforms, Internal Samples, Master Control

konvertiert alle Datentypen zwischen allen 3 Modellen; Effektdaten können zwischen 77 und 99 in beiden Richtungen kopiert werden, sogar besser als es der SY99 kann; konvertiert Voices vom DX7; grafische Anzeige und Editierung von AFM-Algorithmen; Free Algorithm Edit ermöglich völlig neue Algorithmus-Typen; Filter Link: koppelt Filter zu 24dB; aufwendige 77 und 99 Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Voices und Multis möglich; Voices können im Multi-Mode editiert werden; Bereichsfunktionen für Micro Tuning Editor; SY99

Cards werden nicht unterstützt aufgrund unzureichender Implementation in SY/TG

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

TF1

D/E y y y ***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

TG100

y n n ***Adapt***

System, Multi Common, Multi Part, Voice, Drums Part, System Information

System (Editable, Memory), Multi Common (Editable, Memory), Multi Parts 1-9 (Editable, Memory), Multi Part 10 (Editable, Memory), Multi Parts 11-16 (Editable, Memory), Drums Part (Editable, Memory), Voice Memory (Editable, Memory), System Information (Editable, ROM)

TG33

D/E y n n ***Adapt***

VCED (Editor with 233 Objects), MMED (Editor with 284 Objects), System Setup (Editor with 13 Objects)

Edit Voice (Editable), Internal Voice (Memory), Edit Multi (Editable), Internal Multi (Memory), System Setup (Editable, Memory)

TG500

y n y ***Adapt***

Performance (Editor with 474 Objects, Default Values), Multi (Editor with 1008 Objects, Default Values), Voice (Editor with 358 Objects, Default Values), Drum Voice (Editor with 1228 Objects, Default Values), Synth Setup (Editor with 435 Objects, Default Values), (effect type) (No Editor), (midi control change number/device) (No Editor), (wave) (No Editor), (0/+1...+n/-/-1...-n) (No Editor), (1-2-4-8...) (No Editor), (eff-param-display) (No Editor, Default Values)

Edit Voice (Editable), INT-I Voices (Memory, AutoLink), INT-I Dr (Memory, AutoLink), INT-II Voices (Memory, AutoLink), INT-II Dr (Memory, AutoLink), Edit Drum (Editable), PRE-I Voices (ROM, AutoLink), PRE-I Dr (ROM, AutoLink), PRE-II Voices (ROM, AutoLink), PRE-II Dr (ROM, AutoLink), PRE-III Voices (ROM, AutoLink), PRE-III Dr (ROM, AutoLink), PRE-IV Voices (ROM, AutoLink), PRE-IV Dr (ROM, AutoLink), Edit Perf (Editable), INT Performances (Memory, AutoLink), PRE-I Performances (ROM, AutoLink), PRE-II Performances (ROM, AutoLink), Multis (Editable, Memory, AutoLink), Synth Setup (Editable, Memory)

TG55

y n y ***Adapt***

Multi (Editor with 252 Objects, Default Values), Voice (Editor with 1028 Objects), Drum Set (Editor with 706 Objects, Default Values), System (Editor with 24 Objects, Default Values), Error Information (No Editor), (preset wave) (No Editor), (eff-param-display) (No Editor), (3 letters) (No Editor)

Edit Multi (Editable), Int. Multis (Memory, AutoLink), Preset Multis (ROM, AutoLink), Edit Drum Set (Editable), Edit Voice (Editable), Internal Voices (Memory, AutoLink), Intern Drum Sets (Memory, AutoLink), Preset Voices (ROM, AutoLink), Preset Drum Sets (ROM, AutoLink), System (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

TG77

D/E y y y ***Module***

Multi (Editor), Voice (Editor), Pan (Editor), Micro Tuning (Editor), Waveform (Editor), Sample (Editor), Synth Setup (Editor), Sequencer Setup (Editor), Master Control (Editor)

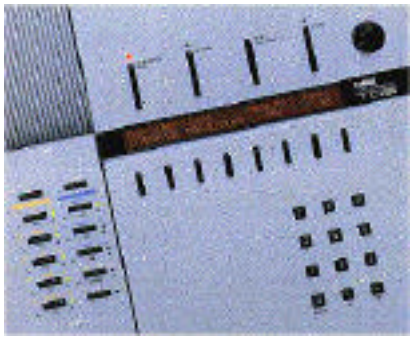
Edit Multi, Internal Multis, Preset Multis, Edit Voice, Internal Voices, Preset 1 Voices, Preset 2 Voices, Internal Pans, Preset Pans, Internal Micro Tunings, Synth Setup, Sequencer Setup, Internal Waveforms, Internal Samples, Master Control

konvertiert alle Datentypen zwischen allen 3 Modellen; Effektdaten können zwischen 77 und 99 in beiden Richtungen kopiert werden, sogar besser als es der SY99 kann; konvertiert Voices vom DX7; grafische Anzeige und Editierung von AFM-Algorithmen; Free Algorithm Edit ermöglich völlig neue Algorithmus-Typen; Filter Link: koppelt Filter zu 24dB; aufwendige 77 und 99 Effekt-Editoren mit Signalfluß-Anzeige; Kopieren von Effekten zwischen Voices und Multis möglich; Voices können im Multi-Mode editiert werden; Bereichsfunktionen für Micro Tuning Editor; SY99

Cards werden nicht unterstützt aufgrund unzureichender Implementation in SY/TG

TQ5

D/E y n n ***Adapt***



VCED (Editor with 249 Objects), ACED (No Editor), YS Parameters (No Editor), System (No Editor), VMEM (No Editor), Effect (No Editor)

Edit Voice (Editable), Add.Params (Editable), ADD For YS (Editable), Edit Eff (Editable), System Setup (Editable), User 00-24 (Memory, No Single Dump), User 25-49 (Memory, No Single Dump), User 50-74 (Memory, No Single Dump), User 75-99 (Memory, No Single Dump)

TX16W

D/E y y n ***Adapt***

REMOTE, SETUP, PERFORMANCE (Editor with 222 Objects), VOICE (Editor with 301 Objects), TIMBRE (Editor with 109 Objects), FILTER (Editor with 77 Objects), WAVE NAME (Editor with 12 Objects)

REMOTE (Editable, Remote Control), SETUP (Editable, Memory), PERFORMANCE BANK (Editable, Memory), VOICES (1-32) (Editable), TIMBRES (Editable), FILTER BANK (Editable, Memory), WAVE NAME (Editable)

TX216

D/E y y y ***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

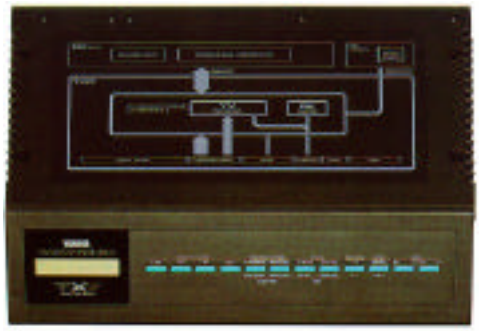
Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

TX7

D/E	y	y	y	***Module***



Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

TX802

D/E	y	y	y	***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

TX816

D/E	y	y	y	***Module***

Voice (Editor), Func (Editor), Performance (Editor), System Set (Editor), Micro Tuning (Editor)

Edit Voice, Internal Voices 1-32/64, Cartridge Voices 1-32/64, Preset Voices A1-A64, Preset Voices B1-B64, Edit Func, DX Functions 1-32, Edit Performance, Internal Performances 1-64, Cartridge Performances 1-64, Edit Micro Tuning, Internal Micro Tunings 1-2, Cartridge Micro Tunings 1-63

unterstützt Cards in allen Modi; Konvertierung zwischen allen Modellen (sogar DX7II -> TX802 Performances) ; Import von C-LAB X-alyzer Libraries, Steinberg Synthworks DX7 Libraries und Sounds; Overview im Voice-Editor; Bereichsfunktionen im Micro Tuning Editor

TX81Z

D/E	y	y	n	***Adapt***

VCED (No Editor), Voice (No Editor, Default Values), Voice (No Editor), Performance (Editor with 212 Objects, Default Values), Performance (No Editor), System (Editor with 37 Objects, Default Values), Prg.Ch.Table (Editor with 258 Objects, Default Values), Effect Data (Editor with 84 Objects, Default Values), MicTuneOct (Editor with 26 Objects, Default Values), MicTuneKbd (Editor with 258 Objects, Default Values), Voice (Editor with 214 Objects, Default Values)

Edit Perf. (Editable), Edit Voice (Editable), System (Editable, Memory), Prg.Ch.Table (Editable, Memory), Effect Data (Editable, Memory), Mic Tune Oct (Editable, Memory), Mic Tune Kbd (Editable, Memory), Internal Voices 1-32 (Memory, No Single Dump), Internal Performances 1-24 (Memory, No Single Dump)

Konvertierung von Adaption: DX11 auf Voice, DX11 auf Performance, DX11 auf Prg.Ch.Table, DX11 auf Effect Data, DX11 auf MicTuneOct, DX11 auf MicTuneKbd
Konvertierung von Typ: Voice auf Voice, Performance auf Performance

TX81Z empfängt Parameter Changes nur auf MIDI-Kanal 16. Ein Fehler im TX81Z.
Im TX81Z wird OS 1.4 oder höher benötigt. Version 1.0 funktioniert nicht.

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

	Hilfe	Scan	Abh.	Namen	Typ

VL1

y n y ***Adapt***

Single (Editor with 10 Objects), System (Editor with 33 Objects), Micro Tuning (No Editor)

Edit Single (Editable), Internal Singles A-D (Memory, AutoLink), Internal Singles E-H (Memory, AutoLink), System (Editable, Memory), Internal Micro Tunings (Editable, Memory), Preset Micro Tunings (Memory, ROM)

Konvertierung von Adaption: VL1-m v2 auf Single, VL1-m v2 auf System, VL1-m v2 auf Micro Tuning, VL7 v2 auf Single, VL7 v2 auf System, VL7 v2 auf Micro Tuning

Systemversion 2.0 erforderlich

VL1-m

y n y ***Adapt***

Single (Editor with 1156 Objects), System (Editor with 53 Objects), Micro Tuning (No Editor), Program Change Table (No Editor)

Edit Single (Editable), Internal Singles A-D (Memory, AutoLink), Internal Singles E-H (Memory, AutoLink), System (Editable, Memory), Internal Micro Tunings (Editable, Memory), Preset Micro Tunings (Memory, ROM), Program Change Table (Editable, Memory)

Konvertierung von Adaption: VL1 v2 auf Single, VL1 v2 auf System, VL1 v2 auf Micro Tuning, VL7 v2 auf Single, VL7 v2 auf Micro Tuning, VL7 v2 auf Micro Tuning

Systemversion 2.0 erforderlich

VL7

y n y ***Adapt***

Single (Editor with 10 Objects), System (Editor with 33 Objects), Micro Tuning (No Editor)

Edit Single (Editable), Internal Singles A-D (Memory, AutoLink), System (Editable, Memory), Internal Micro Tunings (Editable, Memory), Preset Micro Tunings (Memory, ROM)

Konvertierung von Adaption: VL1 v2 auf Single, VL1 v2 auf System, VL1 v2 auf Micro Tuning, VL1-m v2 auf Single, VL1-m v2 auf System, VL1-m v2 auf Micro Tuning

Systemversion 2.0 erforderlich

VL70-m

-/E n n n ***Adapt***

System Parameter (Editor with 33 Objects), Current Voice Misc (Editor with 188 Objects), Current Voice Element (Editor with 432 Objects), Custom Voice (No Editor), Internal Voice (No Editor), Preset (Editor with 208 Objects)

Current (Editable, Memory), Internal Voices (Editable, Memory, No Request), Instrument (Editable, Memory), Custom Instruments (Editable, Memory), Preset 1 (Editable, ROM, Remote Control), Preset 2 (Editable, ROM, Remote Control), System (Editable, Memory)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ

W5

y n y ***Adapt***

Voice (Editor with 11 Objects), Drum Voice (Editor with 10 Objects), Synthesizer Setup (Editor with 57 Objects), Song/Multi (Editor with 10 Objects)

Edit Voices (Editable), Internal Voices (Memory, AutoLink), Current Song Voices (Memory, AutoLink), Preset Voices (ROM, AutoLink), GM Voices (ROM, AutoLink), Expansion Voices (ROM, Card, AutoLink), Edit Drum Voices (Editable), Internal Drum Voices (Memory, AutoLink), Song Drum Voices (Memory, AutoLink), Preset Drum Voices (ROM, AutoLink), GM Drum Voices (ROM, AutoLink), GM AnalogKit (ROM, AutoLink), Expansion Drum Voices (ROM, Card, AutoLink), Edit Song/Multi (Editable), Synthesizer Setup (Editable, Memory)

Editoren nicht vollständig

Scannen funktioniert nicht korrekt aufgrund seltsamer Implementation in W5/W7

W7

y n y ***Adapt***

Voice (Editor with 11 Objects), Drum Voice (Editor with 10 Objects), Synthesizer Setup (Editor with 57 Objects), Song/Multi (Editor with 10 Objects)

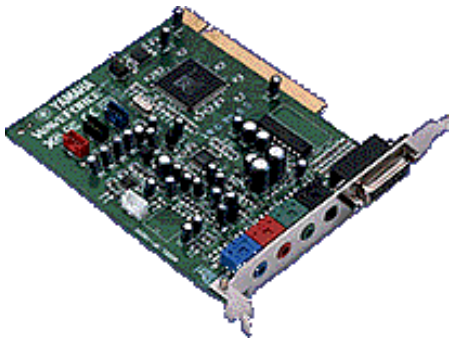
Edit Voices (Editable), Internal Voices (Memory, AutoLink), Current Song Voices (Memory, AutoLink), Preset Voices (ROM, AutoLink), GM Voices (ROM, AutoLink), Expansion Voices (ROM, Card, AutoLink), Edit Drum Voices (Editable), Internal Drum Voices (Memory, AutoLink), Song Drum Voices (Memory, AutoLink), Preset Drum Voices (ROM, AutoLink), GM Drum Voices (ROM, AutoLink), GM AnalogKit (ROM, AutoLink), Expansion Drum Voices (ROM, Card, AutoLink), Edit Song/Multi (Editable), Synthesizer Setup (Editable, Memory)

Editoren nicht vollständig

Scannen funktioniert nicht korrekt aufgrund seltsamer Implementation in W5/W7

WF192XG

D/E n/a n/a y ***Module***



System (E), Effect1 (E), Effect2 (E), Multipart (E), A/D Part (E), Drumset (E)

System, Effect 1, Effect 2, Multiparts, A/D Part, Drumsets

Das XG-Modul unterstützt nur den XG-Modus dieses Gerätes. Der Native Mode wird nicht unterstützt.

YS100

D/E y n n ***Adapt***

VCED (Editor with 249 Objects), ACED (No Editor), YS Parameters (No Editor), System (No Editor), VMEM (No Editor), Effect (No Editor)

Edit Voice (Editable), Add.Params (Editable), ADD For YS (Editable), Edit Eff (Editable), System Setup (Editable), User 00-24 (Memory, No Single Dump), User 25-49 (Memory, No Single Dump), User 50-74 (Memory, No Single Dump), User 75-99 (Memory, No Single Dump)

YS200

D/E y n n ***Adapt***

VCED (Editor with 249 Objects), ACED (No Editor), YS Parameters (No Editor), System (No Editor), VMEM (No Editor), Effect (No Editor)

Edit Voice (Editable), Add.Params (Editable), ADD For YS (Editable), Edit Eff (Editable), System Setup (Editable), User 00-24 (Memory, No Single Dump), User 25-49 (Memory, No Single Dump), User 50-74 (Memory, No Single Dump), User 75-99 (Memory, No Single Dump)

Von SoundDiver 3.0 unterstützte Geräte

(Windows 95/98/ME/2000- und MacOS-Versionen)

Hilfe	Scan	Abh.	Namen	Typ	Hilfe	Scan	Abh.	Namen	Typ

Zoom

http://www.zoom.co.jp

9010

D/E	y	n/a	y	***Adapt***

Patch (No Editor)

Edit Patch (Editable), Internal Patches (Memory, AutoLink, No Single Dump)